

AUSTRALIA'S COMPLETELY UNAUTHORISED N64 MAGAZINE

N64 Gamer

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ISSUE 6 AUGUST 1998 \$6.95 NZ \$8.95 INC. GST

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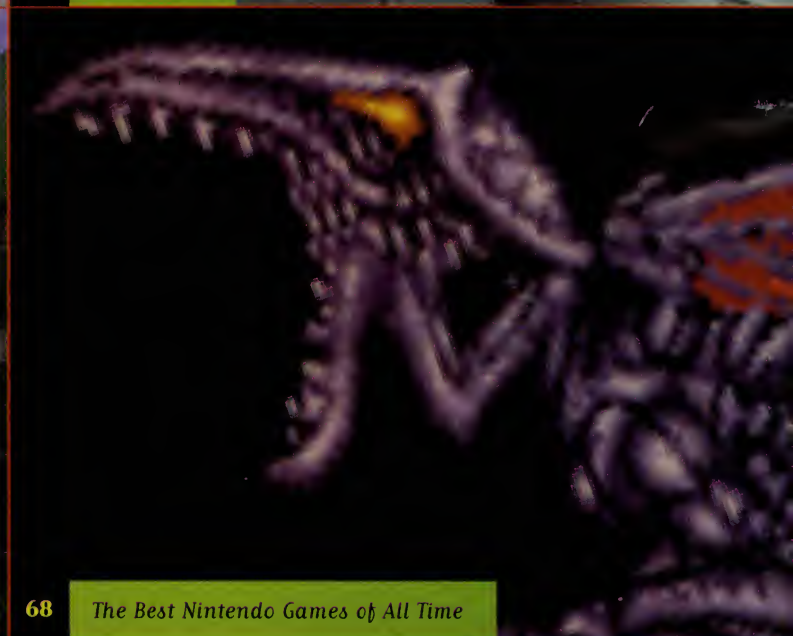
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Welcome...

Cheat: To deceive or practice deceit, especially for one's own gain. To obtain unfair advantage by trickery. To escape or avoid (something that's unpleasant) by luck or cunning activity: to cheat death.

Most people associate the word cheat with bad things in life. You can't really blame them, as when you cheat someone else naturally has to lose...

There are many different cheats in our world today. There's the tax cheat, the exam cheat, the drug cheat, the gambling cheat and the one who cheats on their sacred vows of marriage... But, there is one cheat in this world that still remains socially acceptable - the game cheat.

Why then, is this morally despicable act allowed to go unpunished in the gaming world? Well, mostly because it's damn fun! Hell, the only one who's ever going to lose when you cheat is your games machine... When you cheat on games there's no chance that the tax department for gaming affairs will come a knocking at your door, there's no chance that the principal of your school will expel you for finishing Goldeneye before the rest of the class, there's no chance that you'll ever be bared from the local arcade, and there's certainly no chance that your beloved N64 will ever file for divorce...

So, considering that cheating is the one vile, disgusting pattern of behaviour that the 'powers that be' in our community turn a blind eye to, N64 Gamer has taken full advantage of this and whipped up a cheat book for you that's jam packed full of cheats for every game on your N64.

This month also sees some more changes to N64 gamer. We've included a buyers guide at the back of the mag which reviews every single game available for the N64 in Australia to help you make better, more informed choices when purchasing games. Also, we've started the first annual N64 Gamer "Best Games of all Time" awards, where we have taken a trip down memory lane to relive and replay the games that have made Nintendo one of the world's best software programmers. Next year we will be conducting a survey to let our readers decide on which games they love best.

Also worthy of note is the standard of the visuals in this month's cover game, WWF Warzone. They are damn phenomenal and sure set a sign of great things to come in the next year of software releases on the N64.



Steve

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Printed by: Wilke Color

Separations by: Wilke Color

Distribution by: NDD Ph: 9353 9911

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Next Publishing Pty Ltd

ACN 002 647 645

ISSN 1320-7458

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BANJO-KAZOOIE - MARIO KILLER?

SHORTLY after the E3 finished we managed to get our hands on a finished version of Rare's Banjo-Kazooie and gave it a quick playtest. We can assure you that the game looks and plays incredibly, and is every bit the Mario beater we were hoping for. Banjo features enormous and varied environments that are richly textured, have tons of cool enemies and run at a silky smooth frame-rate. Easily the most outstanding feature of the game was its clever combination of the two main characters. You can alternate between using Banjo (the bear) and Kazooie (the bird that lives inside Banjo's backpack) by pressing different button combinations on the pad. However, instead of switching between two separate characters, you just control who's doing what. For example, normally Banjo is in control as you run around but he can perform long jumps when Kazooie sticks his wings out and gives him a hand. Like Mario, Banjo has trouble with steep hills and he only slides down them if he tries but if Kazooie sticks his long legs out of the pack and flips Banjo onto his back then the pair can climb up even the steepest surface with ease. The good news is the game is set for an August release and you can look forward to the full review next issue.



THE ULTIMATE SAVE GAME ACCESSORY...

How many of you out there just can't get up to the Aztec level in Goldeneye? Have you had troubles getting all of the time cheats in Goldeneye as well, like the 'all ammo' and 'all guns' cheats? Or is it really pissing you off that you just can't seem to find the last damn star in Mario 64? Well, just imagine a device that allows you to download other people's save games over the internet, or even transfer them via e-mail. Why do all the hard work when someone else can do it for you.

Interact have just announced that they will soon be releasing the DexDrive for the N64, which will contain one of the most useful abilities that the 64DD had promised to N64 Gamers: the ability to use

the Net to trade save games. Furthermore, the DexDrive eliminates the need for continuous purchases of memory cards, as you will be able to store huge amounts of save games on your PC, with all of these save games available for use on your N64 at the touch of a key.

InterAct, the company responsible for the DexDrive, have said that they will constantly update their website with large numbers of save games for the N64 that will be free to download to users of the DexDrive. They are currently negotiating with software companies to incorporate frequent updates of

save games to their site as well. Imagine a sports game that has save game updates posted on the net that will allow

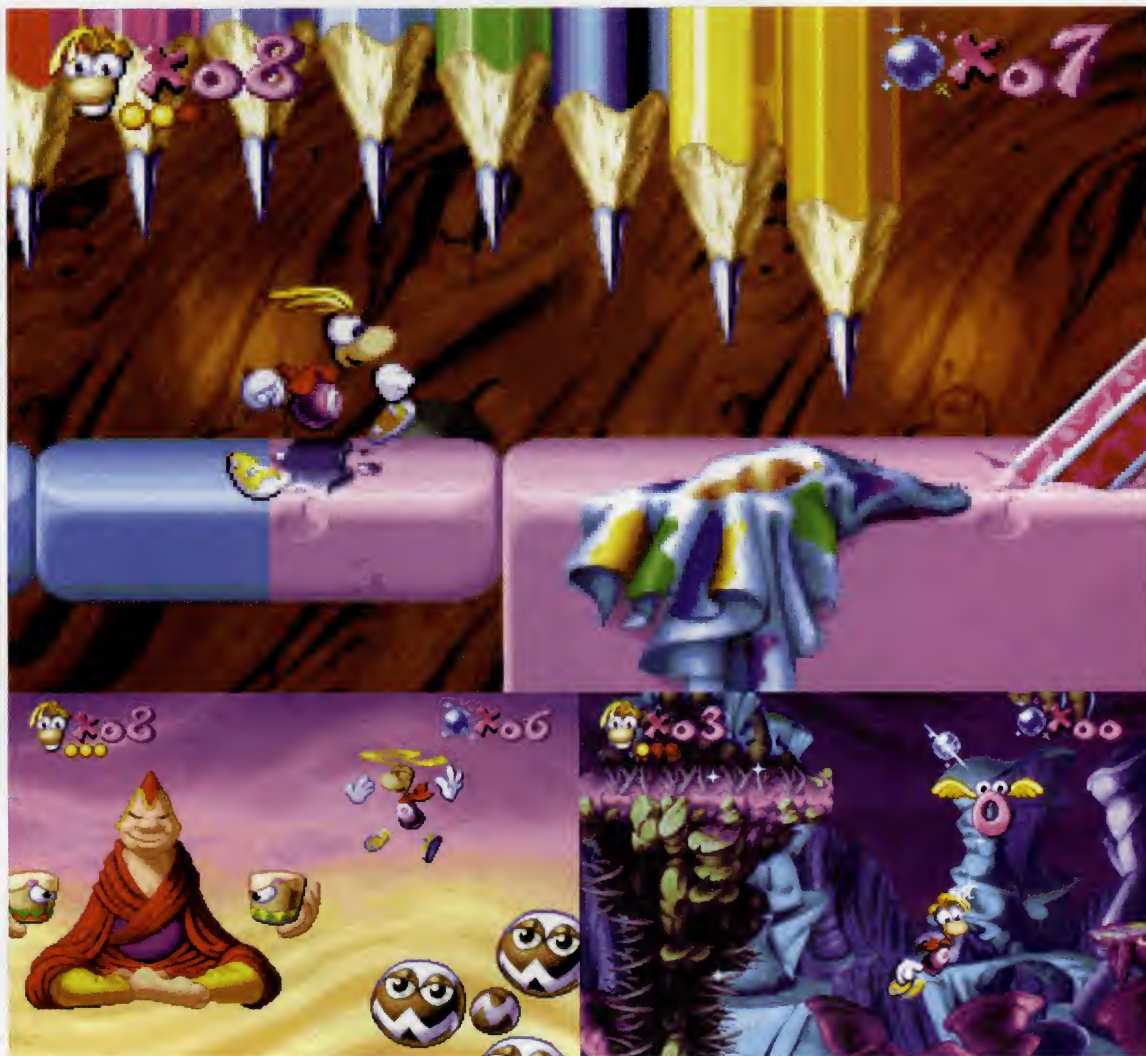
you to access new players and teams at the tap of a key on your PC. Due out in the UK towards the end of '98, the unit will have the affordable price tag of 39.99 pounds (around \$80 Australian dollars). When you consider that a standard Mem Pak costs around \$25, the DexDrive could be an absolute bargain for gamers who own and play a lot of N64 games. The only hitch is that the unit requires a home PC to plug into. Considering that 1 in 3 houses in Australia already have PCs, it could be one of the most popular accessories around when it's released later this year.



RAYMAN'S SET TO APPEAR ON THE N64

UBISOFT have just announced that they are converting Rayman to the N64. No word is yet known on whether or not Rayman's debut on the N64 will be in 3D or 2D, but either way it's expected to be one top class game.

Rayman has previously appeared on the Atari Jaguar and he recently made his way across to the Saturn and Playstation systems. The game's mix of beautiful rendered backgrounds made up of thousands of different colours really gave the game a huge graphical appeal, and even if the game retained its original 2D form it would be most welcome on the N64. Aside from the rather short and simple Yoshi's Story, the N64 is yet to see a great 2D scrolling platform game arrive. This is a real pity considering the power of the N64's chipset as far as 2D graphics and rendering are concerned. As a platform game, Rayman has a great mix of action and puzzles in its gameplay and was very successful on all the formats it has appeared on previously. Expect more details and a preview in the coming months.



OGRES SET TO ROLL

THOSE looking for a real, in-depth RPG shouldn't have to wait to much longer as Quest have just announced an RPG for the N64, named Ogre Battle 3. The game is a mixture of role playing and strategy that takes place over a huge expanse of land, including mountains, rivers, forests and huge plains, with everything rendered from an isometric viewpoint in beautiful 3D graphics.

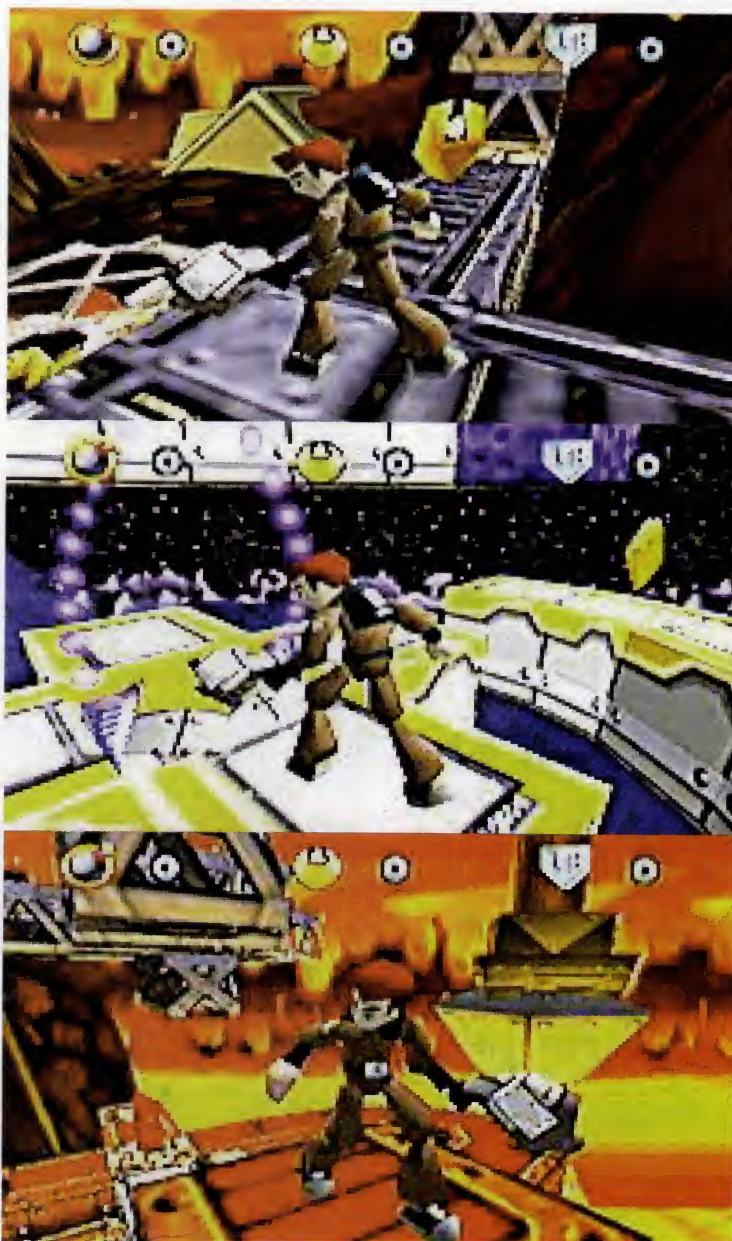
Ogre 3 puts you in control of army units that you can move about the huge playing area in real time. Quest has promised an intriguing, immersing plot that will have players travelling all over Ogre 3's world, meeting new people and learning secrets, as well as killing the occasional party of goblins or ogres who happen to get in the way. The battle scenes are promised to have a variety of magic and weapons based projectile attacks, much like

Squaresoft's Final Fantasy 7, as well as a great deal of normal sword and hand to hand combat. Many of the enemies that you encounter can be persuaded into joining your team, with their skills becoming your own in the next battle you fight. These characters include wizards, warlocks, dragons, witches, ogres, dragonknights and much more. Strengthening your characters will be imperative in the game, with new techniques and greater healing abilities available, as the final task at hand will only be able to be accomplished by the most well prepared and skilled party.

All in all it looks like Quest have a winner on their hands that could see the RPG section of the N64's game's library come to life. All we have to do now is wait for the game to be announced for release in Australia. Hopefully it will be soon.



RUNNING LOADS...



JUST before this issue went to press we found out that an updated version of the classic Loderunner game is heading for the N64. This game first appeared in the arcades in the early eighties but was most popular on the Commodore 64 (no, the Commodore computer was not the first 64-bit machine, it was called that because it only had 64 k of memory, which is about as much as it would take to draw one of Mario's feet on the N64). The reason the game was so insanely popular was because of its addictive gameplay. Your character could dig holes that slowly filled up, with the aim being to dig them at just the

right instant so that the approaching enemies would fall into the holes so you could get past them to the treasure chests that were scattered around the screen. From what we've seen of the N64 version the decision to move into the 3rd dimension looks like being a very wise one. Now Loderunner has total freedom of movement and can explore the large environments searching for his lost treasure. If the programmers can add new power-ups and enemies to improve the gameplay anywhere near as much as they have done with the stunning graphics, then Loderunner will be a killer game when it's released this christmas.

CARMAGEDDON II BUSTS THROUGH ON THE N64

AFTER the disappointment of Carmageddon not making an appearance at the E3 this year, Interplay have just announced that the original Carmageddon has been dropped for the N64 and its sequel is now being converted instead. Although the delay will surely annoy fans of the blood soaked PC version, Interplay have stated that the sequel will have a greatly advanced graphic engine that will leave the original for dead.

The sequel is promised to have an all new graphic engine

that is much more realistic and believable than the originals, including fully polygonal pedestrians that explode into chunks when hit at high speed by your car. Other improvements include the introduction of "normal" traffic (that is, cars not taking part in the race), there'll be working traffic lights, pedestrian crossings and emergency service vehicles that drive around trying to mop up the mess you've made. There'll be more "destroyable" bits too; players will be able to smash their way

through windows, shatter billboards and generally break loads of stuff. Thirty new weapons of destruction, like rocket launchers, mounted 20 mm cannons, 12 fully destructible landscapes, five tracks and an improved physics engine over the original Carmageddon are other improvements that should see Carmageddon II live up to its hype.

The PC version of Carmageddon II is said to have a great multiplay facility with intelligent camera angles that will cap-

ture all of the grit and gore up close. Nothing has been announced about multiplayer options for the N64, but we all believe that Interplay would be crazy not to include it. Again, this is another title that will no doubt raise questions of censorship with the 'powers that be' in the games industry. The game is promised to contain a huge amount of blood and gore, so it remains to be seen if anything will be cut out of the final N64 version. Carmageddon II is due to appear on the N64 early next year.



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GEX - SET TO LEAP FROM PLAYSTATION

MIDWAY have just announced that Gex: Enter the Gecko will be making an appearance on the N64. The game has already been released on the Playstation and looks very similar to Mario 64 in its graphics and gameplay. As a 3D platform game, Gex should be more at home on the N64, due to its special graphic abilities and Midway have promised that the N64 version will have whole new levels and a different design overall.

Gex is said to have 125 moves and 3,400 frames on animation



incorporated into his movement in the 3D world, giving him a lifelike appearance that could exceed Mario's in Super Mario 64. He has also been given plenty of one-liners that have been copied from celebrities which should give the game a very comical feel. The size of the worlds that Gex will be allowed to roam are also promised to be much larger than what's seen in Mario 64. Indeed, if they are anything like those seen in the Playstation version, which can take experienced gamers many days to complete, then Gex: Enter the Gecko could conceivably knock Mario off its perch as the most involving 3D platformer. Whether or not those levels contain the brilliance in design of the ones on Mario 64 is yet to be seen. Either way, N64 platform loving gamers should have great reason to celebrate this year, with Banjo Kazooie, Conkers Quest and now Gex hitting their favourite system.



3DO IS BACK - MAKING GAMES FOR THE N64!

IF you've got fond memories of melting and blowing up your old plastic army men then you'll simply love Armymen, an upcoming N64 title from 3DO. Yep they're the very same bunch responsible for the 3DO console a few years back, only this time around they're doing software. Armymen is a top-down view action title that will put you in control of a sergeant in the middle of two warring plastic armies with a ton of missions to complete. You'll be given heaps of weapons to help you shatter, melt, blow up and generally destroy the other figures. On top of the hand held stuff, you'll also be able to climb into vehicles like tanks and 'machine gun jeeps' to take the carnage to a whole new level, and if you're in a really bad mood there's always an air strike to send everyone flying off in a number of directions at once. The game is a great mix of strategy and action and should please fans of the Command & Conquer series on the PC. Look out for a preview in the coming months and the release of Armymen early next year.



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N64 Gamer

I HATE CRAPPY GAMES

My mission, should you choose to print it, is to seek out and totally obliterate all the crappy games developers. I'm talking about games like Crusin' USA, MK Mythologies, MK Trilogy, War Gods and that other one. These games are just so beyond crap that not even the black market will sell them, as the stench would just drive the buyers away. Some game developers just don't care about the games players at all. I mean what are they doing? Waiting for some four year old kid to say "Mum can I get this? It looks really cool"? Sadly, some of us hard-core gamers have also been suckered. From now on I'm sticking to a 'try before you buy' philosophy. Hopefully, if all the crappy games stay on the shelves, games developers will learn. They will be forced to come back with something so jaw-dropping we'd need a forklift to pick our jaws back up. Those who don't learn their lesson should be tortured by having to play their own games for 5 minutes. This problem applies to the other consoles even more. Only one in fifteen Playstation games are any good and the Saturn died because it didn't have any good games.

NATHAN HEFFERNAN

NSW

Well done agent 'Crappy' your mission was successful. I agree totally with what you say. There is nothing worse than forking over a hundred bucks of your hard earned cash, only to get a game that is so lame that you have to take it back to the store, sit the salesman down and start slapping him around the head until he apologises. Last year Nintendo were pretty good about



ROGUE SQUADRON

keeping the crappy games to a minimum. However, this year we are seeing quite a few crappy games slip through their 'quality control' process. Games like the ones you mentioned are only dangerous if uninformed gamers buy them. For those of you out there that listen to us you will have no trouble avoiding the dogs and only buying the best games.

MARRY ME

I was wondering. Do you know my mum? Do you want to marry her? Well guess what - first my mum said you have to answer a few questions and maybe even give me a free game. So here's my questions... Er, I mean my mum's questions.

1. Does the Inter-acter shake you around much?

2. Are you a sweet, sensitive, new-age guy?
3. What's happening with your internet sight?
4. Are you rich?
5. Do you at least read every one of your letters?
6. I know that if you hold the start button at the start of SnowBoard Kids you can access the memory pak files but does this work for all games?

If you answer all of these questions well, you might be able to get married. So once they're answered and in the next issue, ring 555 - FAKE MUM.

YOUR SOON-TO-BE-SON, MOOSE

Well, I must say that after receiving your mum's photo and proposal, I am definitely interested. But is Elle McPherson really your mum?

1. It depends where you strap it?
2. No. I'm a sour, indifferent, sexist pig!
3. It's on the back burner. If we get enough interest about it we'll start one up.
4. Oh yeah. The only problem is I spend it all on games. Just last week I finished installing a system of train tracks for my chair so that I can go from my games room to the fridge without having to get out of my chair. Man, have I got the life - or what?
5. Oh yeah. I wish you'd tell Elle and all her super-model friends to stop sending me love letters though. I can only go out with one at a time you know.
6. Yes. At the start of basically all games you can access the memory pack with the start button. Well, there you go, son. I answered all your questions and a copy of Donkey Kong Country 64 is in the mail, so tell Elle

that I'm waiting to take her out for a hot date where we can play computer games and eat pizza all night.

I WANT MY GOLDENEYE

Hi, I am a 13 year old gamer who has a PC but wants an N64. My friend has an N64 with Goldeneye, WCW v. NWO and some racing games. I've only played Goldeneye and I think it's the best game I've ever played in my life (I have played a lot of games in my life as well). I used to have a Sega MegaDrive and before that I had a Sega Master System but I sold them because new and better things came out. I bought a PC because I thought that once I got it I wouldn't have to buy any-

thing else, I could get a PC and just play all the games available. Boy was I wrong. All the new games keep coming out that need heaps of crap (expensive crap) just so they won't stuff up on me. Also, there is a new and faster computer coming out almost every second

week. This means your computer is useless in less than a year. After spending thousands and thousands on a computer you can only play one-player (unless you connect two, which is another couple of thousand) I got sick of it. You can't even hire the games. It's my birthday on

the 2nd of August and I am going to get an N64 and Goldeneye. I was thinking of getting a Playstation but then I played Tomb Raider 2 and said "this is crap!", Goldeneye kicks its arse so hard.

1. Is Wave Race any good?
2. Why does your mag

rule so much?

3. What do you think is the best racing game on the N64?

COREY "I CAN'T WAIT FOR THE 2ND OF AUGUST" O'BRIEN

I'm more than a little jealous Corey. I remember the first time I went through Goldeneye. They were the greatest gaming days of my life and I'll be flying over to Rare's headquarters to pick up my copy of Perfect Dark as soon as they finish it for me.

1. Yeah, it has a good variety of tracks and the control feels just right - definitely one of the best racing games for the system.
2. Because we beat up anyone that gives us any competition and we drive around buying all the copies from the newsagents so we're always a best-seller.
3. I'd have to say Top Gear Rally is my personal favourite.

I'M NOT A KID!

I'm a 23 year-old teacher and I'd like to say a few words on behalf of the more 'mature' contingent of gamers out there. The point I'd like to make is simply that the Nintendo gaming world is not comprised entirely of teenagers, nor of pre-adolescents. Certainly, these age-groups comprise an important demographic,

but let's not forget those of us who are on the fringe of the marketing reports. I can handle having to wade knee-deep through Barbies and teddy bears whenever I buy games. These are simple facts of life. However, slaughtering a room full of guards or strafing Diddy Kong's but with missiles are not activities that are exclusive to kids. I just wanted to point out, that yes, we're Nintendo freaks, but we're not kids - though that probably won't stop people treating us like them.

1. Are we ever going to see anything for the memory expansion port, or is it all up to the 64DD?
2. I heard a report of educational software for the Gameboy being released in Japan. Any chance of seeing it over here?
3. Is Resident Evil coming to the N64?
4. Will Shadowman be violent?

MAGISTER

I hope you let your students have regular 'Nintendo breaks' during class. I know that's what I would do if I was a teacher. Personally, I think you need to spend less time worrying about games companies target audiences and more time playing games. Who cares who they're made for. They're fantastic fun, so stop sooking and start playing.

1. The 64DD is going to use the expansion port underneath the Nintendo and there is no word on any possible uses for the memory port.
2. I doubt it - but who cares?
3. Capcom have hinted that a Resident Evil game on the 64 is very likely.
4. It's a game about hunting down and killing a whole bunch of freaky serial killers. So, yeah, I think it will be violent.

ADAPTORS

My letter is about a whole



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Write To Us:

If you have some questions about game releases, accessories, or just want to say something about N64, write in to N64 gamer magazine at,

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heap of questions about overseas carts and how I can play them on my Aussie N64. I am sick of games being released in Japan and America, yet only being released here months later, if at all.

1. Does the Universal Adaptor work with all foreign carts?
 2. What is the usual waiting time for carts to be released in OZ.
 3. Are there any companies that specialise in importing foreign carts?
 4. Are there any Australian companies that specialise in importing carts from the US and the UK, or other companies overseas that specialise in exporting carts to Australia that you would recommend?
 5. Are the memory carts sold in foreign countries compatible with the Australian N64 system?
- Yours Truly,

SIMON WONG HOY

Tullamarine, Victoria

Some games certainly don't make it to Australia for one reason or another (see feature on 'Some games just don't make it' in issue #5), so the idea of purchasing an adapter cart is certainly tempting.

1. The universal adaptor currently works with all imported games that are available, but beware that Nintendo do change their carts from time to time to stop people using import games on the local N64. The adaptor you buy today might not work with tomorrow's games.

2. Games that are made overseas use the NTSC colour TV signal and are modified to suit this signal. When you run them on an Australian PAL TV they will suffer from small black borders at the top and bottom of the screen and a slight loss in the overall speed of the game. This is due to the fact that the NTSC TVs have a slightly smaller screen resolution and that they also run at 30 frames per sec-

ond rather than the 24 in Australian PAL TVs (hence a slight speed reduction is incurred when running NTSC games on a PAL system). When games are released locally, the software companies modify the cart data so that it plays the games full screen and at the proper speed as well. So in most cases it's better to wait for the local software release.

3. The local software companies are getting better and better with their release times, with some games being released simultaneously in Australia and the US. This is mostly due to the increasing size of the PAL market, so software companies are making PAL versions of the game at the same time as the NTSC (American and Japanese) versions. Some games do take a little longer though. These games usually include huge amounts of text and other aspects of the game that must be changed to suit the PAL audience.

4. The actual importing of carts from overseas in something that is called 'Grey Importing' and is an illegal activity in Australia. It involves bringing software into the country without the permission of the software company who produced it. While it's perfectly acceptable to bring your own game carts that you've purchased overseas into the country, it is illegal to set up a business to bring them to Australia in any quantity. That aside, some shops do operate and sell these carts, but you'll find that they offer little or no warranty.

5. Yes.

THE QUESTION KID...

I've got a few questions I'd like you to answer

1. Why are the games on the N64 taking so long to come out?
2. When will Tomorrow Never Dies be released?
3. In Goldeneye, to access the Egyptian level, do you have to finish the game on 00 Agent or finish the



WWF WAREZONE

Aztec level on 00 agent?

4. Is Nintendo designing another system?
5. Is there a Mario Kart 2 in the works?
6. Is there a Virtua Cop game coming out on the N64, since I'm into those type of games?
7. Why does the N64 have baby games like Yoshi's Story on it?
8. Why does the N64 have crappy racing games on it and not something like Porsche Challenge?
9. When is Resident Evil coming out on the N64?
10. Why are games so

dear? Also, why doesn't the N64 have a Platinum range of games like the Playstation?

11. This is just a suggestion for the N64 - don't you think that a game based around you being a terrorist who has to go out and blow people up would be a great game?

Thanks for your time.

Yours Sincerely,

JONO POLLARD

Well, since we are in the question answering business...

1. Most games take a little longer on the N64 because they contain 3D worlds that need to

be constructed, which is a very difficult process. Mario 64, for example, is an incredibly complex game that took a huge amount of imagination and effort to create. We expect Zelda, which has taken a very long time to materialize into a near-final product, to be one hell of a game that contains graphics and gameplay that should blow game players away. Things have changed a great deal since the old days of the SNES, where games contained simple 2D graphics...

2. It's actually not coming to the N64. The movie rights for the game have been scooped up by

MGM and they are releasing it on the Playstation. That in no way means it will be anything like Goldeneye, as Goldeneye's programmers (Rare) will have nothing to do with the Playstation game. Rare are currently working on a number of games like Banjo Kazooie, Perfect Dark and Jet Force Gemini.

3. You have to finish all the levels before the Egyptian level on 00 Agent to be able to access the Egyptian level.

4. They have made no announcements yet, and have said that they will be supporting the N64 for a long time to come.

Rumours about a new console were buzzing at the E3.

5. No word yet from Nintendo on a sequel to Mario Kart. Although it's from a different software company (Rare), many people view Diddy Kong Racing as the sequel to Mario Kart.

6. Knife Edge is currently in production for the N64 and is rumored to use the new light gun, which was also recently announced for the N64. Check the E3 special for details.

7. Nintendo like to cater for all types of gamers from the younger audience (Yoshi's Story, Clayfighter) to the older audi-

deal of good racers, from San Francisco Rush to Top Gear Rally and Automobili Lamborghini.

Expect this library to grow even more this year with Roadster '99, Top Gear Overdrive and Rush 2: The Rock.

9. When hell freezes over... Seriously, Capcom have hinted at the prospect of a Resident Evil game but games like Hybrid Heaven look much better anyway...

10. Mostly because cartridges are more expensive than CDs. Hopefully Nintendo will introduce their own budget range soon. Many games shops do

11. Robert: Yeah, yeah, make it NOW! Steve: Well, um.. It's not politically correct... Narayan: If they can make it anything like the movie - The Jackal, then it would be cool! Mithra: So long as it's not all about Greenpeace terrorists who have to go around sabotaging oil tankers and lying down in front of bulldozers at logging sites (Robert: running over people with bulldozers is good!).

REVOLUTION!

I'm writing to complain about the price of N64 Games and accessories. I

we don't earn much) and often parents can not pay that much for games. Especially as many parents see our games as just "toys." Nintendo need to address the situation and do so quickly. Understandably, the price of the Aussie Dollar would not be helping, but they must bring the price down of both games and accessories. \$50 is far too much to pay for a second controller. I'm now looking at getting another controller, as my first is getting old and stuffed, but I can't afford to pay \$50 for a new one. What we as the gaming community need to do is let Nintendo know how we feel. So get those pens and papers out (as they won't listen to e-mail!) and send 'em letters and letters and letters. Sooner or later they have to listen, and we are the ones that benefit. So get to it. We cannot afford to let them sell us games at these outrageous prices. By the way, is there any way to fix a controller that has had too much use and has got all the white stuff?

MICHAEL "AZEROTH"

Some games are a little expensive these days, and that's another reason why you should read the reviews in this magazine. If you're going to spend around \$90 dollars you must be sure you make an informed purchase. Games like 1080 Snowboarding, Goldeneye and Mario really do provide value for money, and most titles are slipping into the \$79.99 category now, so it makes them even more attractive. Just be careful what you buy, read our reviews and we're sure you'll get value for money.

As for that white powder on your controller - it's just plastic that's been ground up due to wear on your controller. Just wipe it clean with a damp cloth



MISSION IMPOSSIBLE

All hardware companies though, do keep up-to-date with the latest technology just to make sure that their next machine will be state-of-the-art. I expect Nintendo will be constantly looking into new hardware and

ence (Goldeneye, Bio Freaks and Mace), and even the sad audience (Steve, who likes Robotron).

8. Personally, I despise Porsche Challenge and believe it to be one of the worst racers on the Playstation. The N64 has a great

have specials on games from time to time though. I've been to one shop (Games Wizards, Sydney) where I saw Diddy Kong racing for \$49.95. So, check around and you might be surprised at what you find.

believe that we should not have to pay \$90 + for a single game. For them to expect us to be paying that much for a game is ludicrous. Most of us don't have a job (even if we do,

and it will be OK. Controllers are unreasonably dear these days, but more and more companies are releasing 3rd party joypads that are just as good as Nintendo's, and a little cheaper. Shop around, and try and pick up a copy of issue 4, as it has an accessory review in it with all the great, cheap pads.

QUAKE 2!?

I am an owner of a Nintendo 64 with 5 games and I am planning to buy Zelda 64 but the release date keeps changing. I used to collect other mags but when a mate told me about your new mag I rushed home and got some bucks and went to the newsagent and brought issue one and now I have issue 1 to 5. I'm gonna ask you a couple of questions, OK.

1. In issue 4 you put a picture of X-men Vs Street fight but didn't say anything about it. Is it coming to the 64?

2. Do you know the exact date when Zelda is going to be released?

3. When do you think Quake 2 will come out? Thanks for your time

MICHAEL DUCAT
Vic

Unfortunately, the release date for Zelda has been slipping and slipping over the past year, but we're pleased to announce that the game will be released in November this year. Nintendo are taking their time with the game to make sure it is undoubtedly the best game ever, so I guess we could try to understand the delay. We should have our hands on a final copy in a month or so, so stay tuned to the mag to catch a full preview of how the game looks and plays.

1. Capcom haven't announced which games will be converted, but they have said that they will have an 'N64 only' in the works.
2. Late November.
3. Quake 2 made an appearance at the E3 (sorry we didn't have an pic to show, as Steve was unsuccessful at his repeated attempts to steal the cart from the guys at the Midway stand), and Midway has announced that it will be finished in a few months, so expect a release around November this year.

DISPENSE WITH THE PLEASANTRIES I have sent five letters to your mag and none of them have been answered, so you better answer this one. In Goldeneye, where do you get the Spyder gun? I've already got all



the gun cheats but the Spyder gun isn't included. Please help me out
Yours faithfully

ANDREW GIZARIOTIS

The Spyder gun isn't in the final game, as it was taken out before the game was finished. The shots you see on the back of the box were taken way before the game was completed. Now, who do you hate more: Rare for leaving out the Spyder gun in the final game, or me for not responding until your fifth letter?

I WANNA KILL THAT 'BAD GUY' I would like to apologies to those reader who were left with the foul stench of that so called 'Bad Guy' in your last issue. I can imagine why you were laughing, as it would have to have been the stupidest letter ever published. How full of it is this guy? You

can just picture him - he's probably some two foot nerd with glasses that have lenses as thick as Coke bottles and he spends his entire life locked up in his bedroom reading games magazines. Personally, I think he needs a girlfriend. Also, have you seen 'The Silence of the Lambs'? I'm starting to wonder if he has any relatives in that movie...

Now I realise I haven't written much about the N64 itself, but I do have one question. In a previous issue you printed the level cheats for Goldeneye. Now I'm not one to sit in front of an N64 all day, but I have gradually worked my way through most of the codes and I find it hard to believe

that anyone could do the Facility level on 00 Agent in under 2:05. Can any of you manage this? If you can then you're a better man than me.
See ya,

THE GOOD GUY

Well I'm sure the Bad Guy will be flattered by your offer to be his girlfriend... As for your problem with Goldeneye - there are a number of tricks you can use such as running diagonally with the strafe button and dropping the occasional mine at spots where it would take too long to shoot guards. I haven't spent too much time with the single player game lately because I've been too busy playing the four-player deathmatch into the early hours of the morning. In my opinion, that's where most of the fun with Goldeneye lies. Kick your friend's butts, and kick 'em hard.

TOP FIVE

1. Mario Kart
2. Yoshi's Story
3. WCW Vs NWO: World Tour
4. World Cup '98
5. Crusin' USA

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Multi Racing Giveaway

Those nice people at Roadshow (all except Patrick), have given us three copies of Multi Racing Championship to give away to our lucky readers.

To be in the running to win one of these babies, all you have to do is answer the following question:

Who is the company that made (not distributes) Multi Racing Championship?

Put your answer on the back on an envelope and send it to:

MRC Comp

N64 Gamer Magazine

78 Renwick st, Redfern, NSW 2016



Extremely Generous

As if they hadn't already been generous enough, roadshow passed on some more copies of Extreme G for use to give away this month. On top of that, we are throwing in an N64 pad for each of the games as well. All you have to do to be in the running to win a copy of Extreme G and a N64 pad is:

Write in five words or less why you think Goldeneye is the best Nintendo game of all time.

Put your answer on the back on an envelope and send it to:

MRC Comp

N64 Gamer Magazine

78 Renwick st, Redfern, NSW 2016



Be a race leader...

This month we've also got our hands on a Race Leader 64 steering wheel and another copy of Mutli Racing championship to give away. All you have to be in the running to win on one of the best N64 steering wheels around and a great racing game to use it on is answer the following question:

Name one other racing game on the N64 that you can use the Race Leader wheel with.

Put your answer on the back on an envelope and send it to:

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ALL COMPETITIONS CLOSE ON THE 25TH JULY

International Superstar Soccer '98

PUBLISHER: NINTENDO AVAILABLE: SEPTEMBER
CATEGORY: SPORTS PLAYERS: 1-4

INTERNATIONAL SUPERSTAR SOCCER 64 has been out for over a year now and has had at least five other games in the same genre thrown at it, with each one failing to steal its crown as the best soccer game on the N64 - until now that is. If anyone could topple the undisputed King of N64 soccer, then it must be the guys who wrote the original game. Konami are back with a game that, by initial appearances, doesn't seem that much different from its predecessor, but upon further inspection promises better, more refined gameplay combined with the very accomplished ISS64 graphic engine.

Unfortunately, the most lacking part of ISS'98, in the eyes of die-hard soccer fans anyway, is the omission of a full soccer license for the World Cup, or the world soccer teams themselves. EA have beaten them to the post on this point, but ISS'98's gameplay refinements, and already strong graphics, look set to award it the title of best soccer game on any system, not just the N64.

Players can select from 64 national teams, with the option to edit players on a team that you can construct from scratch, including their physical appearance, kicking style, strengths and weaknesses in their skills, and then head into one of six game modes. These modes of play include: Open Game, International Cup, World League, Penalty Kicks, Scenario and Training. Options still exist to select the player's formation in the game, and set up your defenses and tactics. New though, is the ability to pick a team captain, who has extra abilities and responsibilities, and the ability to pick a team strategy from a choice of sixteen. These strategies can be changed at any time on-field and are enabled with a press of the Z button. They include: All attack, all defend, side break, center break, Up front, attack, zone press, offside, make space right, middle, and left, full power, save stamina, defensive, and offensive. New animations have been added to ISS'98, with a whopping 7000 now included. The result is better, more realistic movements from the players that helps create smoother, more polished gameplay.

The keepers have been given a boost in their AI (you can also select to have them with weaker AI) and are now more flexible and adaptable to situations in play. They perform outlandish dives to save goals, punch balls away from the goal area and are a much more active part of the game. The controls have also had a face-lift, with a more intuitive control system that allows better use of the players in-game. The controls also feel that little bit more responsive than those in ISS64, with the new animations adding a new variety of kicks and headers to the game.

Graphically, the game is of a similar standard to what we saw in ISS64, with little additions in the form of weather conditions and new stadiums. Nine stadiums are in the game, including Euro Center, Euro International, Asia, Tokyo, Africa, South America, Saint-Denis, Paris and Lyon. Weather conditions include: sunny, cloudy, rainy and snow and you can play at three times of day (night, midday and evening) to show off some of ISS'98's excellent environment effects. Even the commentary has had a revamp, with more fluid commentary that flows with the game action on field more realistically than before.

The game's final touches are yet to be added, and from what N64 Gamer saw of the Japanese version, ISS'98 will set even higher standards for soccer games to aim for in the future.





Crusin' World

PUBLISHER: NINTENDO AVAILABLE: AUGUST
CATEGORY: RACING PLAYERS: 1-4

THE sequel to *Crusin' USA*, *Crusin' World*, appeared in the arcades a good year or so after the original and provided a whole new set of racing environments for gamers to explore. The high-speed, action packed gameplay was back. Its excessive crashes and highly enjoyable 'road kills' make *Crusin' World* a competent sequel and the game was well received in the arcades.

Now a version is on the way to the N64, but questions remain as to whether or not the game will receive a proper translation this time, and if it will include the MA15+ content of the arcade game. The sequel will be available in August on a twelve megabyte cartridge (1 1/2 times the original's size), will feature 1 to 4 player racing and will support the N64's rumble pak.

To ensure that the N64 version of *Crusin' World* is a great conversion for the N64, Nintendo have commissioned the lead programmer of the arcade version, Eugene Jarvis, to oversee the programming on the N64. Eurocom, the team behind *Duke Nukem 64* and *War Gods*, are currently putting the finishing touches on the N64 versions and, from initial inspections, it looks as though the game will make 'road kill' out of the original version. Sporting much nicer, richer looking scenery with a more varied colour palette, *Crusin' World* is running at a very respectable frame-rate that is comparable to all other good racers on the N64. The dreaded pop-up is still evident in the sequel, although the game's speed and fluidity make you easily forget this after a couple of minutes play.

The new levels incorporated in *Crusin' World* include Egypt, Paris, France, Italy, the Great Wall of China, the Red Square in Moscow, the temples of Mexico, Australia, New York - a total of 14 in all. Each track contains it's fair share of shortcuts, sharp turns and huge, crazy jumps. Driving the cars remains fairly similar to the original, although they handle much better now (a lot of this is due to the smoother frame-rate) with better power slides and cornering that makes controlling the cars a breeze. The cars have new abilities that allow them to avoid dangerous situations like wheelies, and the ability to flip the car onto two wheels so they can slide in between multi car pile-ups, which often occur throughout each race - especially when I'm driving.

One of the great features missing in this early version was the 'road kills' that made the original so much fun. In the Arcade game mindless cows who strayed onto the local highway were quickly turned into Big Mac burger patties by the continuous onslaught of vehicles. Hell, many of us who played the arcade would swerve to hit them, grinding them into chunks of beef!





Quest 64

PUBLISHER: GT INT.

AVAILABLE: SEPT

CATEGORY: RPG

PLAYERS: ONE

AFTER getting a look at Quest 64 at the E3, N64 Gamer were extremely surprised to see a near-final version of the cart on our doorstep a week after we arrived back. This version is a little further along in development than the E3 cart, and it shows an incredible amount of promise for the final product. The main character that you control, Brian, has the ability to control the four elements of nature: Earth, Water, Air and Fire. After playing the game we discovered that he can use these powers for basic spell attacks, or he can mix them together to form new spells. Basic attacks include huge boulders that drop from the sky and crush his enemies (Earth spell), fireball spells (Fire spell), Sonic boom wind spells (Wind spell) and Wave spells that engulf that player in with huge walls of water (Water spell). There are many different variations of these elemental spells and they all have different strengths that can be increased after Brian gains skill while going through his quest. Also, Brian can mix these elements and create spells like the Lava spell (Earth and Fire elements), which opens up huge possibilities for creating many different and powerful spells in Quest 64.

Currently the graphic engine in Quest 64 is very similar to Mario 64, in its detail and quality of the textures. Rich, detailed scenery surrounds Brian on his quest wherever he goes. Huge mountains, small, beautifully drawn villages and totally believable building interiors await you - all can be explored in real time, just like Mario 64. We even came across a stable with a horse in it, although we were unable to use the horse but we hope he will be able to be ridden in the final version. Also worth a mention is that the game doesn't seem to have a disappearing point in it. Go to the edge of a cliff and you'll be able to look over it and see a village in the valley below. You will then be able to walk right down to the bottom of the mountain and go inside the village town-house you saw at the top of the cliff! This is great stuff that we should see in all N64 platform/RPG games.

All of the battles in Quest take place in real time (although they are turn-based), with your character able to move in a small enclosed area, outlined by a wire frame. When you take your turn at fighting you can elect to move towards or away from your opponent as some spells are more effective at closer range. Also, when you're low on life, it's possible to retreat and run from your opponents to escape battle. Although cowardly, this option will probably prove necessary against harder enemies in the game.

Quest 64 looks like a brilliant game to start the RPG genre on the N64. A final version should ship around September, so expect a review shortly.

Off Road Challenge

PUBLISHER: GT INT.
CATEGORY: RACING

AVAILABLE: AUGUST
PLAYERS: 1-2

THOSE of you who like a bit more off road action than *Crusin' World* could ever possibly deliver should take a look at Midway's latest racer, *Off Road Challenge*.

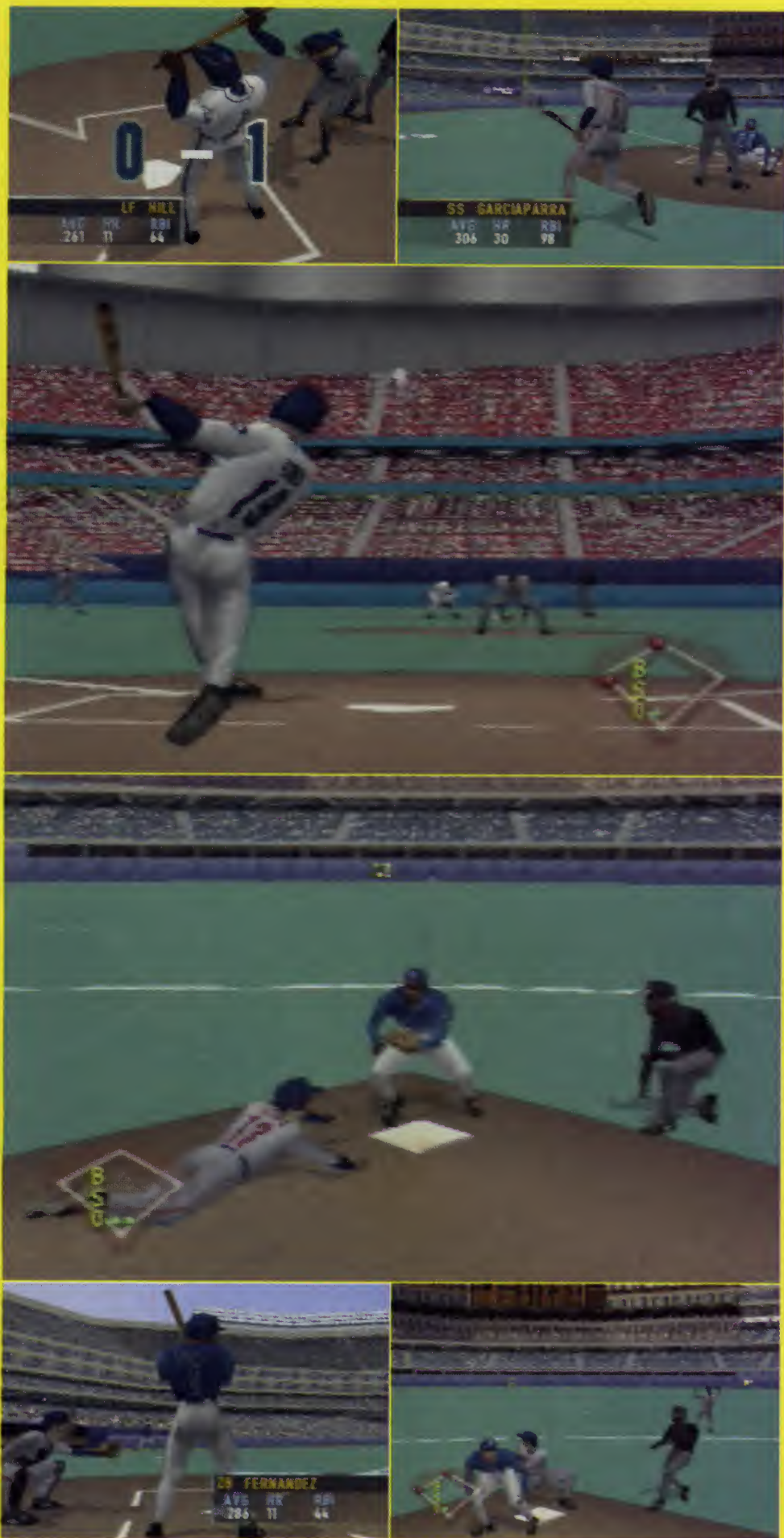
Another in the long line of great Midway N64 conversions, *Off Road Challenge* made its debut in the arcades late last year and was very successful due to its mix of high speed off road racing and its mindless road carnage. Well, the N64 version is progressing very well and looks to have all of the graphical flair of the arcade, along with the gameplay that made it such a favourite for all gamers alike.

You get to take to the tracks in one of eight selectable trucks (4 immediately playable, 4 hidden in the game) on a total of eight courses. Each of the trucks has its own special attributes, with some being faster than others but less maneuverable, while others are slower but more able to smash their opposition out of the way while driving. The trucks can be fully customised in the speed shop, so minor changes can be made to your vehicle before you try to tackle the different surfaces on each of the game's tracks.

Aside from the different trucks in the game, there are also eight different tracks to choose from: *Off Road Challenge*, *Baja*, *El Paso*, *Snow Mountain*, *Desert*, *Mojave*, *El Paso*, *Las Vegas*, *Caves*, and a rip off of the top secret *Area 51* where flying saucers are constantly attacking you while you drive through the course. As mentioned, each of the courses have different surfaces and the cars react totally differently on each surface. Just because it's off road racing doesn't mean it's all dirt roads. Sand, snow, asphalt, rocks, mud and water are all in the game to make your driving experience as rough as possible. Furthermore, while simply driving around the courses may seem simple, as the game handles a lot like *Crusin' USA*, actually mastering the tracks and winning the races is another thing altogether. Trucks roll, flip, crash and bash against all manner of scenery in the game, from houses, huge rocks, bridge pylons, trees to the wildlife that occasionally get in the way. An interesting point to note is that the version previewed had a great deal of 'road kill' in it, something that the *Crusin' USA* games are most renown for. Although some environmentalists may protest against this sort of thing, carnage like this in a videogame is great fun, but it remains to be seen if Nintendo will censor the road kills in the final version.

The game features a two-player mode where friends can go one-on-one in any of the game's tracks and at the early stage N64 Gamer saw the game it had a surprisingly smooth frame-rate and was very promising indeed. Look out for a review next month.





Ken Griffey's Baseball

PUBLISHER: NINTENDO AVAILABLE: SEPTEMBER
CATEGORY: SPORTS PLAYERS: 1-4

IT looks like Nintendo's Ken Griffey Baseball could be in for some tough competition in the form of All Star Baseball '99, but as it turns out Ken Griffey may be more of an 'arcade-style' baseball game than the simulation-style game that All Stars is. This will probably appeal to some gamers more than others.

Where most Baseball games have an overly difficult and complicated feel to their batting system, N64 Gamer was able to pick up and play Ken Griffey and hit a few home runs within minutes. This will no doubt appeal to many baseball fans that have been hesitant to play sports games because of their often impossibly hard control systems. This appeal, combined with the game's graphics, will make Ken Griffey a baseball game that will be in big demand this September.

The game boasts the official MLB licensing with over 700 players all from real baseball teams, season stats for the player's performances, injuries, schedules and scoring, and multiple gameplay modes like exhibition, full season, World Series and home run derby. Ken Griffey's appears to offer something for the beginner and hard-core enthusiast as well.

The control system uses an original method which takes the pitcher's stamina into account, with a heart beat monitor on-screen that gives an idea of his current physical performance and ability. A cursor will allow the batter to see where the ball will be pitched to, although it will only appear on-screen for a one second or so. Fatigued players will have the cursor visible a little longer than normal, as it takes them longer to wind up the pitch, making their balls much easier to hit. As mentioned, the game really appears to favour the batter, with the fielders often appearing to stumble around the ball and the batter nearly always making it to first, and sometimes second, base. These things could change in the final version though, but like we said, some people would rather step up to the base and smash a few rather than constantly striking out.

Graphically, Ken Griffey doesn't stand up quite as well as All Stars '99, but the game offers excellent, dynamic camera angles that really zoom in on the action to provide some excellent shots of the game. The character's animations are a bit of a mixed bag, with some animation looking totally realistic while others are a little jerky and lifeless. Turn up the sound though, and Ken Griffey's provides an air of atmosphere that no other baseball game has yet supplied. Crowd's scream when players hit a home run and excellent commentary is provided by the man, Ken Griffey, with calls being made play-by-play throughout each innings.

Jet Force Gemini

DISTRIBUTOR: NINTENDO CATEGORY: 1st-P SHOOTER
AVAILABLE: TBA PLAYERS: 1-4

ANY fans of classic scrolling shooters like Super Probotector will be in seventh heaven as they await Rare's stunning Jet Force Gemini. In a game like this the story is not important. All you have to know is that there are legions of ugly aliens attacking your planet, stealing your girlfriends or whatever, and it's up to you, and your huge range of hi-tech weapons, to send them back home in small pieces.

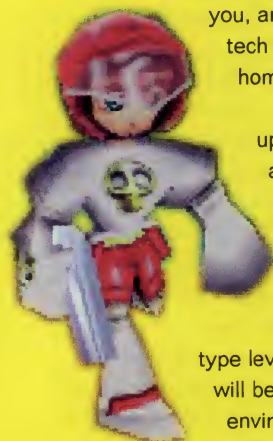
In the old style shoot 'em ups, the screen just scrolled along to the right and you jumped up and down shooting everything but in Gemini you have total freedom of movement.

Unlike the confined corridor type levels seen in Goldeneye you will be able to explore the large environments and choose your own way through them. If you see

a hill that would be a great spot for attacking an enemy camp from, or a little stream that would be perfect for sneaking past a group of enemy soldiers, you will be totally free to make these choices. To encourage this exploration, Rare has put a lot more effort in scattering secrets all over the levels. So before you rush in to an alien base you should first try looking around for any hidden weapons or even a sneaky way of slipping into the back door of the base to shoot the leader while he's on a coffee break. This total freedom of movement will be even more useful in the game's two-player co-operative mode. Imagine being able to jump out from behind some cover and fire off a couple of shots to distract a group of aliens while your partner (who has snuck around behind them) can now run out and blow the crap out of them as they run after you.

Rare have also done a lot of work on improving the artificial intelligence of the enemies so that they won't just stand there shooting at you, they will now strafe around as they fire and attack in coordinated groups.

Jet Force Gemini's graphics are also set to take the N64 to new heights. There will be a huge range of high-powered laser guns and explosive weaponry that employ real-time lighting and spectacular transparent explosions. The backgrounds are beautifully detailed and much more varied than those seen in Goldeneye. Enemy aliens include things like 15 foot muscle-bound killing machines and lightning fast winged attackers. Throw in another trademark Rare four-player deathmatch mode and you've got another truly awesome game from Rare.



Hybrid Heaven

DISTRIBUTOR: KONAMI CATEGORY: ADVENTURE
AVAILABLE: MARCH 99 PLAYERS: ONE

HYBRID HEAVEN is an interesting 3D Adventure set in a chaotic future. The military were involved in a Top Secret project to create the perfect super-soldier. Unfortunately, the experiment backfired and super-soldier mutated into a freakish monster that wants to seek revenge on the society that created it. To make your life more difficult, the mutant also has the ability to infect other people and manipulate them to do his bidding.

Graphically speaking, this game is very ambitious. The detailed textures and real-time lighting (from things like the muzzle flash of your gun) show off the amazing quality of the game's 3D characters. The backgrounds themselves are enormous and stretch off incredibly far into the distance. The few levels that were previewed showed the character wandering around blowing away fat purple monsters in a gloomy futuristic city that featured realistic shadows and a silky smooth frame-rate. The game features a surprisingly complex fighting system. One scene we saw could easily be mistaken for a dedicated fighting game. It showed the main character using a devastating combo of punches, ending with a roundhouse kick, that sent his opponent flying through the air. Konami also mentioned that the game will feature an original evolution aspect in its fighting action. As time passes in the game the mutants will learn new moves and abilities as they gain experience.

Perhaps one of the best things about Hybrid Heaven is that it will combine lots of different genres to create a thoroughly interactive game. Hybrid's RPG influences are evident in the menu operated battle scenes, the complex character development and the constantly evolving story line (which often switches to real-time cut scenes).

The game also features much more action than you would expect to see in an ordinary RPG. The demo showed the hero travelling between buildings by climbing hand-over-hand across a metal pipe and rolling out of the way of a speeding car, then pulling out his gun and firing at the driver as he's speeding off. Scenes like these showed how the real-time backgrounds enable Hybrid Heaven to present the player with a much greater sense of atmosphere than previous efforts like Resident Evil, which superimposed the characters against two dimensional backgrounds. It's also encouraging to see Konami (who are also making Castlevania 3D and Survivor Day One) stand out from the usual crowd of games companies, who churn out overly cute rip-offs of Mario, by making more mature games that have an emphasis on realism, action and more adult content.



Mortal Kombat 4

PUBLISHER: GT INT. AVAILABLE: SEPT
CATEGORY: FIGHTING PLAYERS: 1-2

I KNOW, you're thinking, "Not another look at Mortal Kombat 4", but as N64 Gamer found out when they got their hands on the latest version, MK4 will give new meaning to the phrase 'arcade perfect'.

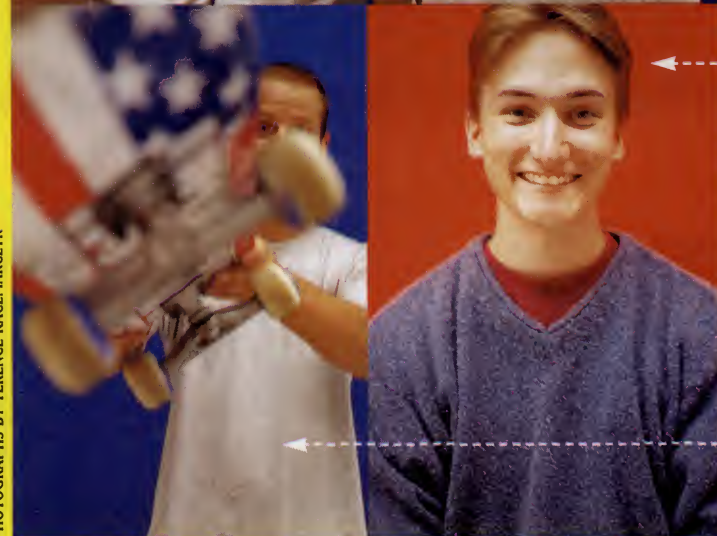
The guys at Midway have done a fantastic job at converting the arcade game to the N64, with a pretty much pixel-perfect version of the game appearing before your very eyes on the N64. Although the game wasn't quite finished, MK4 currently has the speed and fluidity to put all other Mortal Kombat games to shame. A choice of sixteen characters awaits you, with old favourites like Sub Zero, Johnny Cage and Raiden to new combatants like Reiko, Jerek and Quan Chi. The characters look excellent and are drawn in full 3D, so their bodies are visible from many different angles. The textures on them are very detailed, with muscular arms and chests clearly evident on fighters like Jax. When hit players often spin as they are flung across the arena, with the effect looking very cool and highly satisfying. As far as blood is concerned - it's back with a vengeance, and the programmers have spared no expense in polygon power by making sure that nearly every punch or blow that's landed results in huge amounts of blood pouring from your opponent's head and body. The fatalities are even more gruesome and bloodthirsty, as fighters rip arms and legs off, decapitate, maim and break various parts on their opponent's bodies. Johnny Cage has an excellent fatality where he rips his opponents upper body away from their legs, then throws the lifeless carcass to the ground while huge amounts of blood spurts from the player's severed spine. Just lovely.

MK fans will be glad to hear that the fighting engine in MK4 is the best, most polished version we have seen in the MK series. Chain combos, juggle hits on floating opponents, excellent throws and the ability to dodge in 3D make this one hell of a playable fighting game. Weapons are also allowed in MK4, with each player having their own custom weapon of choice that they can pull out and whack their opponent with at any time during the match. Players can also find the occasional boulder or stray object laying around the arena that they can pick up and hurl at their hapless opponent. You can even smash your opponent when he's carrying a weapon, causing him to drop it, and then pick up his own weapon and use it on him!

Also new to the MK series on home consoles is the option of using a training feature in the game. You can practice combos and special moves to your heart's content. For beginners, practicing will allow normal in-game fighting to be more than just the standard button mashing that's been the unfortunate standard in previous MK games.







PHOTOGRAPHS BY TERENCE KACZMARCZYK

This month the N64 Gamer crew go on and on about all their favorite tv shows...

Robert "Grasshopper" Garcia – WRITER

Favourite TV show: Kung Fu – "Kung Fu" was a great TV show about a martial arts expert who originally lived in China. As an orphaned American boy, he was admitted as a student to the Shaolin temple in China. There he learned the ways of the Shaolin and became a priest. One day he met his old master, Master Po, in a market. Later Master Po was shot by the Emperor's nephew, and Caine then killed the Emperor's nephew. Forced to flee China, Caine went to America, where he searches for his half-brother. Caine travels from town to town in America where he learns new customs, meets new people and then he beats the crap out of them. A quiet, peaceful man, he is capable of extreme violence... Just like me.

Favourite games: Super Streetfighter 2 SNES (ah, the memories)

Steve "You filthy little pig" O'Leary – EDITOR

Favourite TV show: Ren & Stimpy – It's a show that, in my opinion, is just as funny as the Simpsons but a little more obscene and deranged. Stimpy the cat is O.K but the highlight of the show in my opinion is Ren. The adventures of that little chihuahua dog, who has a totally overblown self esteem, are more than enough to fill up a cartoon with. Most episodes centre around Stimpy, who is really, really stupid, getting into some sort of trouble which ends up really pissing Ren off. All hell then breaks loose, as Ren proceeds to beat the brains out of Stimpy (well, what brains he has left). My favourite episode is Stimpy's Fan Club, where Ren goes berserk when he finds out that everyone loves Stimpy and no one likes him.

Favourite games: 1080 Snowboarding, WWF Warzone

Narayan "Mmm Donuts" Pattison – DEPUTY EDITOR

Favourite TV show: The Simpsons: The only times you can expect to catch me away from my Nintendo is when I'm watching the Simpsons - "Ah TV, my love for you will never fade". In fact, in many ways, I've modeled myself after Homer. In one episode the name 'Homer' was entered into the dictionary when Homer prevented a meltdown at the Nuclear Power Plant by closing his eyes and picking a button at random. They invented the word "Homer - to succeed despite stupidity" and I'd like to think that my life has basically been one big 'Homer'. Despite my extraordinary low intellect I've managed to land a job where they pay me to sit around and play computer games all day - how lucky can you get!

Favourite games: Goldeneye and WWF Warzone

Mithra "Smeg-head" Dennewald – WRITER

Favourite TV show: Everyone who knows me could tell you that I get pretty obsessive about a certain Sci-Fi show, called Red Dwarf (The first few series' naturally, not the commercialised, later ones). It features Dave Lister, a guy even more worthy of worship than Homer Simpson. Now, here is someone who really redefines the word slob. He's the last human alive, trapped in deep space and do you know how he spend his days? Watching old movies, drinking "Wicked Strength" larger and eating every type of curry in existence! He's been my role model for many years now, and I'm proud to say I'm becoming more like him every day...

Favourite games: Goldeneye, Forsaken, WCW Vs NWO

Mark "See-ya-later" Gowing – ART DIRECTOR

Favourite TV show: Northern Exposure – Umm... That's it because i'm out of room, out of time and out of work – bye!

Favourite games: Sega rules! (anarchy)

GAMES REVIEWED THIS ISSUE:

- 34 **WWF Warzone**
- 42 **GT 64**
- 46 **Airboarders**
- 50 **Bio Freaks**



THE REVIEW SYSTEM EXPLAINED

This is probably the most important part of the magazine as here the reviewers tell you the good and bad points about games, hoping to point you in the right direction when buying software. The reviews will be broken into three parts called graphics, sound, and gameplay. By laying out the reviews this way we hope to make reading them and understanding the key points in games a lot easier.

At the end of the review there are the three categories where the game will be judged, as well as the final score. Use these categories when comparing games against each other, or when you just want to find out how good the game really is. The final score is a reflection of how good the game is overall, with graphics, gameplay and sound combined. Below are example of the types of game scores you can expect:

GRAPHICS



Does it look good? Is the level design in the game great? Is the game very smooth in its frame rate? Does it make you stand back in awe? This score reflects just how good the visuals in the reviewed game are.

SOUND



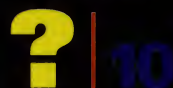
How clear are the effects, music and speech? Does the sound add greatly to the gaming experience? Sound is an important part of any N64 game, and should support the games graphics in providing a realistic gaming experience.

GAMEPLAY



How does the game feel to play? Is it fun? Does it present new ideas in video gaming? Will you still be playing the game in a few weeks? No matter how good a game looks or sounds it won't be much use if it doesn't play well.

OVERALL



This is a Overall score and reflects how the game stands with its graphics, gameplay and sound considered. Below is a list of scores and a description of what type of game you can expect given its final mark.

10

The perfect game. Don't expect this score to be awarded too often as the combination of state of the art graphics, sound and gameplay have to be achieved. Mario 64 is an example of a title that does this, and it's aimed at the broad range in age as well, as it's accessible to young and old gamers.

9 | 9.5

An excellent game. This game achieves high levels in all areas, and is well recommended. An essential purchase for fans of the genre.

8 | 8.5

A great game that contains some small faults but these are far outweighed by the overall quality and appeal of the game. Well worth purchasing.

7 | 7.5

A good game with a few faults. It may be one small area of the game that pulls down its overall appeal but it's still recommended to fans of the genre.

6 | 6.5

An average game. This one really has faults that stops it becoming a good fun game. Fans will probably find something of interest here, but be sure to check it out carefully first.

5 | 5.5

A game that just fails in more areas than it achieves. Either its gameplay, graphics, or sound (or worse, all three) are really lacking. This title should really be approached with caution.

4.5 or below

A game that really stinks... It's a fact that games like these make us really appreciate the 9 and 9.5 titles. Should generally be avoided.

WWF Warzone

NARAYAN PATTISON flexes his muscles and gets ready to crack some skulls...

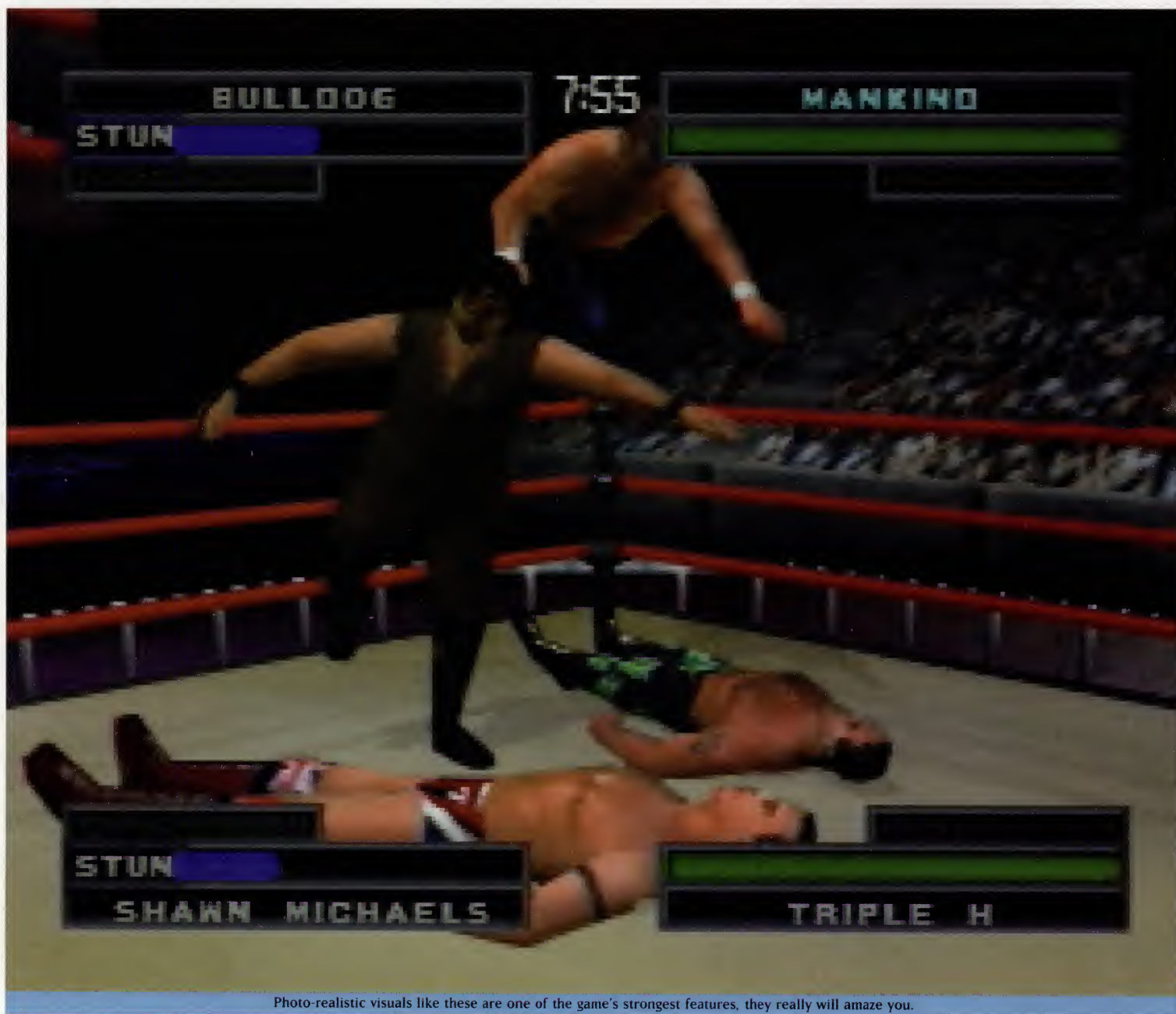


Photo-realistic visuals like these are one of the game's strongest features, they really will amaze you.

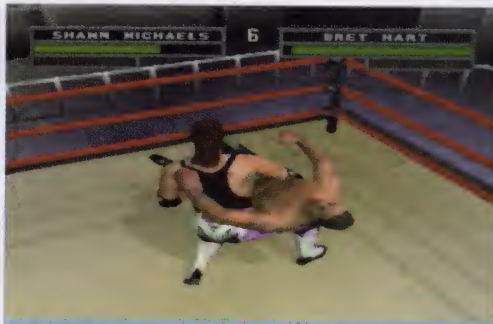
What is the appeal of men in tights pouncing around in a ring, fighting it out in matches that are more heavily choreographed than a ballet performance? It's because wrestling's violent and people love violence. If you're one of those guys then, like me, you're the sort of gamer that likes to have to wipe a bit of blood of his shoes after a gaming session and believe me, you'll find plenty to love in WWF Warzone.

Haven't I seen you on TV

I DON'T know how Iguana have done it but they've managed to squeeze even more power out of the N64 to create simply the

most realistic looking 3D characters ever. The most noticeable feature of the graphics is the use of Iguana's now famous 'high resolution mode' which gives the graphics a sharpness and clarity that is lacking from a lot of other titles. Iguana have textured all the wrestlers with photos of their real-life counter-parts so every one is instantly recognisable and the detail in each face is incredible (I never realised how ugly these guys were - no wonder most of them wear masks). The bodies themselves have been constructed using soft-skin polygon models (one single texture wrapped around a 3D model) so that no joins are visible between body parts. This gives

the characters a very solid look that never warps or distorts, no matter what position their body is forced into, and believe me these guys get into some pretty weird positions. The wrestler's skin and costumes have been textured and shaded so well that they look photo-realistic. Even the small details like Shawn Michael's tattoo have all been recreated perfectly. The animation, although good, is not quite as impressive as the character graphics. The main problem is that some of the animation is a little wooden. However, I'm not sure if this is a fault in the animation or whether it's because the wrestlers they got to do the animations are



Bret has no trouble killing shawn with his backbreaker



Hey, what stinks - Did you just cut a fart?



Shawn jumps on Ahmed and repeatedly smashes his face



Dancing like a pounce isn't scaring me, buddy



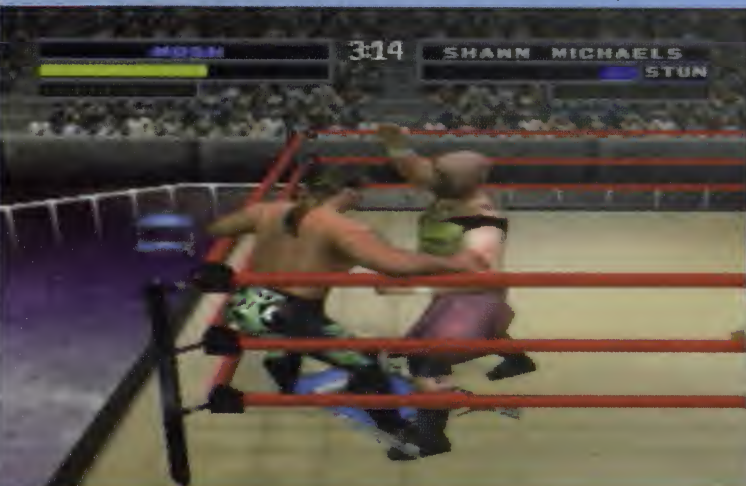
I hope these guys are only wrestling?



A couple more of these and you won't need the 'Abdomonizer' anymore



I'm sorry, I take it back, your mum doesn't look like Donkey Kong.



And now I lay the healing hand of God upon you.....



Can someone call my doctor, I think I'll need to be put in traction again

ALL THE RIGHT MOVES

STEVE AUSTIN

HAYMAKER TACKLE:

Start running at your opponent then leap into the air, tackle him and then repeatedly belt him in the head.

FRONT BACK BREAKER:

You lift him up in the air and then snap his back over your knee, couldn't be easier, or more painful either.

FRONT BELLY SUPLEX:

Lift him up and dump him over your shoulder - particularly useful when close to the ropes because they get thrown out of the ring.



THE UNDERTAKER

NECK BREAKER:

Start by grabbing their neck and then drop to the ground holding onto it. Just wait to hear the crack - lovely.

NECK TOSS

I think he must have a neck fetish or something - Lift them up by their neck about a foot above the ground and dump them down.

DDT:

Grab a hold of their head, tuck it under your arm and fall backwards so that all of your weight lands on their face. Someone better call his plastic surgeon.



FREAKBOY

CRUCIFIX:

Grab their shoulders from behind and wrestle them to the ground, then try to squeeze the life out of them. Is this guy on steroids or what!



SHAWN MICHAELS

FLYING HEAD SCISSORS

Leap into the air and grab your opponent's head between your knees, then slam it into the ground - ouch!

BODY SLAM:

The standard wrestling move is still a favourite - you pick them up, turn them upside-down and dump them on the ground.

KICK 'EM IN THE BALLS:

This may not be strictly legal but it sure works well and it never fails to raise a snicker from us when we use it. No more Fathers days...



AHMED

VERTICAL SUPLEX:

Pick 'em up so that he's balancing on your shoulder then jump onto the ground, hoping to break his neck in the process.

BEARHUG:

If you're feeling really friendly you can give them a hug, but you better call an ambulance and put them in traction for their broken ribs.

OVERHEAD

BELLY SUPLEX:

Simply grab his legs, lift him up, smash his head into the ground and then try to break his back. If that doesn't work, shoot him.



FREAKBOY

SHOULDER BREAKER:

Turn them upside-down and drop them face down so that their shoulder hits your knee - again, wait for the really juicy snap.



GET AWAY FROM ME WITH THAT TV

Iguana wanted to be sure that you never ran out of game modes so they included every type of wrestling match ever seen - plus I think they even made a few up. There's the typical Verses and Tag Team modes, the Royal Rumble where four of you get in the ring and try to belt the crap out of each other and even a Challenge mode that lets you compete in a tournament against all the other wrestlers. However, the most original game modes are definitely the cage and weapons matches.

CAGE MATCH:

This match takes place inside a huge metal cage and the aim of it is the that the first person to get out wins. The good news is that you can have plenty of fun with the throws because you can send them crunching into the cage walls. As soon as you knock someone out cold you should try and climb out. The only thing they can do is hope they come to in time to shake you down.

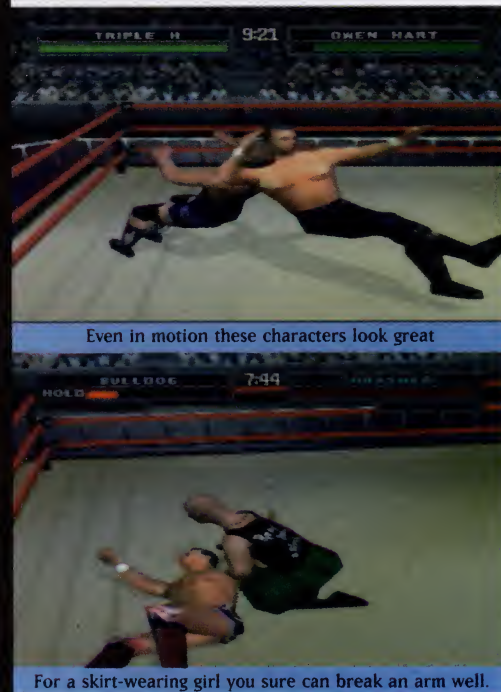


WEAPON MATCH:

This is one of the most enjoyable fights in the game because the rules have been chucked out and now, as well as your regular moves, you can belt the absolute crap out of your opponent with a range of weapons. At the start of the fight there's usually only one weapon like a chair, that can be broken over their head. However, pretty soon the audience helps out and starts chucking planks, knuckle-busters, bats and even huge TVs into the ring for you to knock each other senseless with - you can't go wrong in this mode.



so muscle bound that they can't help walking around like zombies. They must have limbered up after a while though because some of the throws, and especially the holds, are animated so well that I defy anyone to tell the difference between the game and some video footage. As far as the frame-rate goes it's silky smooth in all of the two-player matches but throw four guys into the ring and the frame-rate does drop noticeably.



Even in motion these characters look great

For a skirt-wearing girl you sure can break an arm well.

Don't make me kill you tough guy

I HATE to think how many hours of wrestling matches Iguana had to sit through to research this game because they have included everything a wrestling fan could ever dream of. From tag teams to the Royal Rumble and from weapons matches to the infamous cage fight, it's all been packed into this cartridge. Iguana have managed to include a number of wrestlers from the professional American circuit. You can play as all your favourites, like The Undertaker, Bull Dog, Ahmed, Rocky and Shawn Michaels. As well as using the photos of all the wrestlers, they have also given them their personal moves. This is important because picking different wrestlers has a big effect on the gameplay compared to some earlier wrestling games in which the only real change between players was a different pair of coloured tights. WWF Warzone has also made a number of improvements to the control method. Now, instead of merely having to bash the buttons hoping for a cool move to come out, you can choose which move you want to do from a list of throws longer than most fighting game's special moves lists. The throws are also, implemented by quick direc-

tional and button combinations like fighting games. In Warzone you can only pin a wrestler long enough for a count out when they are stunned, so you have to bash them around a bit and then as soon as they are knocked unconscious you can grab them for an easy victory. These improvements mean that victories are less about luck and more about skillful executions of special moves. Throw in a cool 'character creation' mode that lets you totally customize everything imaginable (even down to the theme music as they come on) and you have a game with a truckload of lastability.

Stop crying like a baby

THANKFULLY Iguana haven't spent all their time on the graphics and forgotten about the sound because it's obvious just as much effort has been put into this part of the game. The crowd noise is easily the most realistic ever. They cheer at all the right points and they boo their asses off if you pull lots of nasty tricks, but it's the individual cries from the crowd that give the game such a realistic atmosphere. You can expect to hear things like "hit him baby" or "C'mon Shawn, get up, you can do it" every-so



Hey man, only pussies wear skirts!



The infamous bearhug - a wrestlers move or an act of love.

often during the match and there are different pieces of dialogue for all the wrestlers. The announcer introduces the players and comments on the play during the whole match. Again, it is the attention to detail that really impresses you. The commentator has over fifty different comments that are all used intelligently throughout the match and, like the crowd's comments, he refers to each wrestler individually. The sound effects are suitably meaty, so you really feel the move's impact. You can't

WHAT WILL I LOOK LIKE TODAY?

The sheer amount of detail that Acclaim have managed to cram into the 'create your own wrestler' section is mind boggling. There are literally hundreds of outfits, facial textures, body types, moves and attributes to choose from. The N64 Gamer crew had tons of fun making up all sorts of freaky looking rejects.

FACES: This option lets you take your pick from a range of shady looking characters that you would expect to see at a service station with a shotgun and a stocking over their head.



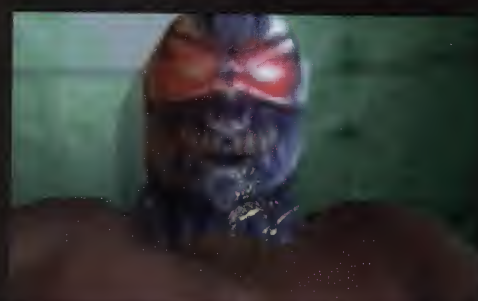
SKIN TYPES: It doesn't matter whether you want your wrestler to be hairier than a grisly bear or to have better muscle definition than Sylvester Stallone, this game has got it covered.



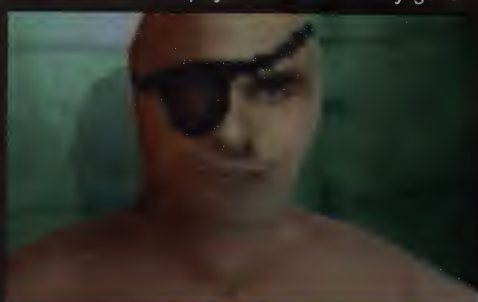
BODY TYPES: This is perhaps the most amusing section because you can choose a range of bodies from scrawny little weaklings, to huge muscular giants, and even a 200 kilo tub of lard.



MASK: As well as the standard range of colourful wrestling masks you can chose from things like a skull, the Terminator, It and even Turok - Dinosaur Hunter.



ACCESSORIES: Everything you can imagine from sunglasses and eye-patches, through to tattoos and even surgeons mask can all be added here. It's a pity there weren't any guns.



FEMALE WRESTLERS: Having the ability to customize every aspect of your character wouldn't be half as much fun if you only had guys to play with. There is also a bunch of gorgeous gals for you little deviants to dress up.



So what sorts of weirdos can you come up with? You might ask. Well hear are a couple of examples of what our twisted minds came up with.





The game is always action packed in the four-player mode.

Make sure I don't feel any teeth or I'll break your neck!

Stand back mate, I think they're a little busy.



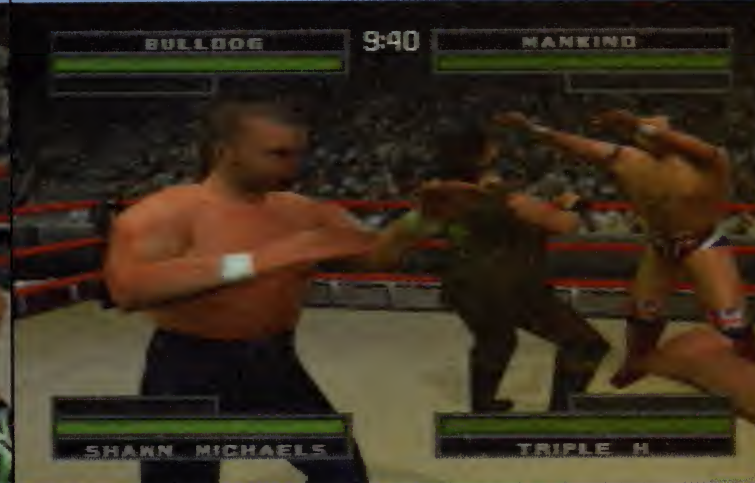
Part of the reason why we love wrestling is the really questionable moves they perform.



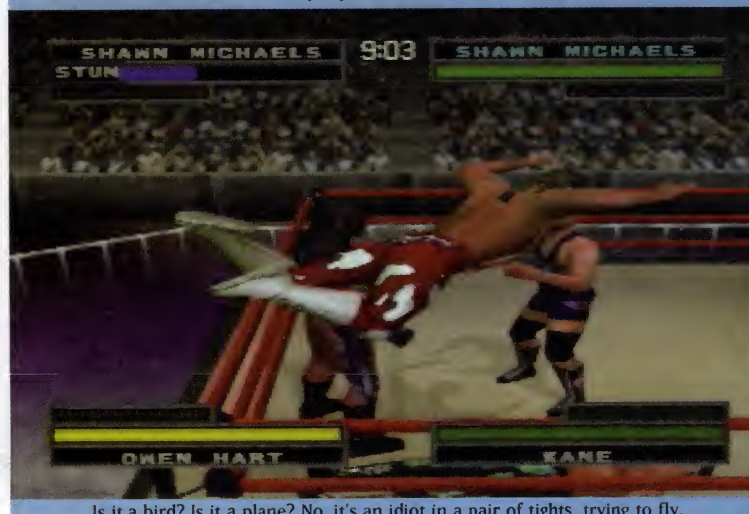
This guy's getting tag-teamed so badly, he'll wake up at the intensive care ward for sure..



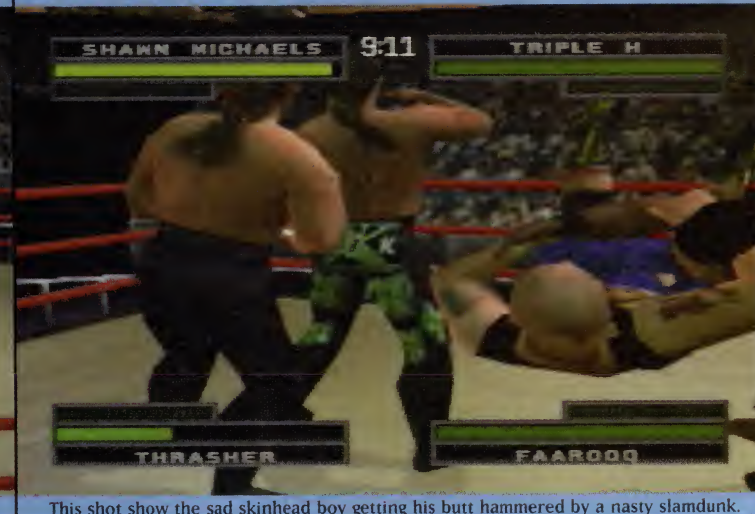
What is this? A ponytail convention or something?



The way the guy in the English undies shoves his opponents out of the way looks really cool



Is it a bird? Is it a plane? No, it's an idiot in a pair of tights, trying to fly.



This shot show the sad skinhead boy getting his butt hammered by a nasty slamdunk.



Has anyone ever told you that you make a great pillow?



Does Mulder know that you've knicked his 'X-Files' pants?



Is it your turn to bite the pillow, or mine?

help but wince as you hear the wrestler's spines crunch from the back-breaker move and as the glass shatters when you smash a TV over their heads. The wrestlers even yell out amusing things like "Oh mumma that hurts" when they're struggling to get free of painful holds or "Don't make me put my foot up your ass" when they're taunting each other.

Overall, Iguana have come up with an extremely polished product. The graphics are incredible. You won't believe how life-like Iguana have managed to make these guys look. Thanks to the large range of individual taunts and cheers from the crowd the game has a lot of atmosphere as well. Why hasn't the game got 10/10 then? Well, because with all the changes that have been made to the gameplay, the wrestling moves are now performed more

like special moves from a fighting game. In some people's eyes Iguana may have missed the point of wrestling games. To some people wrestling games aren't about skillful moves, they're about jumping into the ring and having fun hammering the buttons and laughing as your wrestler smacks the crap out of the other guy. This slapstick gameplay is present in Warzone, it's just that there are so many moves, and that they are sometimes difficult to pull off, which may end up making the game a little to difficult and tiresome for some gamers.

However, this may only be a small problem for some people. Wrestling fans will no doubt enjoy the more skillful gameplay, and WWF Warzone has a hell of a lot going for it, so anyone that is looking for a new sports game should definitely check this out.

WCW V. NWO WRESTLING VS. WWF WARZONE

The big question you want answered is - is Warzone better than WCW v. NWO? It must be said that WWF Warzone is the better game but there isn't a huge amount in it, both games have their own strengths and weaknesses.

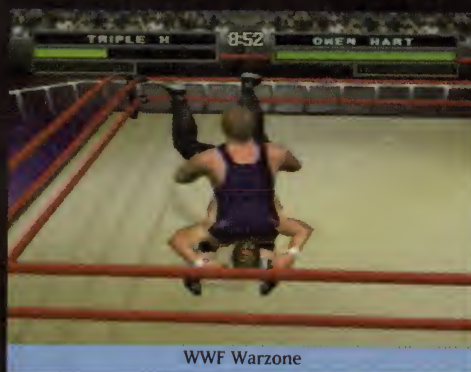
WWF WARZONE

Pros: Incredible photo-realistic graphics; high resolution; more moves; great atmosphere; the more complex control method means there is more scope for skill in the fights; create your own character option; personalised moves for all wrestlers; cage matches; weapons, weapons and more weapons; more options and game modes
Cons: Animation can be a bit stiff; more complex control method means it is harder to pick up and play, which may turn some players off

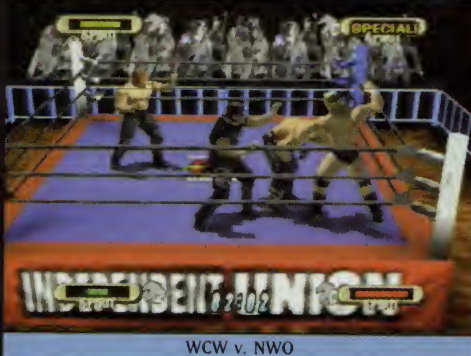
WCW V. NWO

Pros: More wrestlers (over 32 compared to 16); animations are smoother and more amusing (avoiding kicks by grabbing their legs and punching them in the balls comes to mind); simple control method means it is very easy for beginners to play and so is a lot of fun to wack on and have a laugh with your mates.

Cons: The simple control method means it is mostly luck as to who's throw wins, which can get frustrating; lacks all the options and modes to make it an interesting single player game, it's only really a multiplayer game.



WWF Warzone



WCW v. NWO

SECOND OPINION

WWF WARZONE DEFINITELY HAS SOME OF THE BEST GRAPHICS EVER SEEN IN ANY VIDEOGAME, ACCOMPANIED BY SOME EXCELLENT WRESTLING GAMEPLAY THAT WILL REALLY MAKE IT A FAVOURITE WITH FANS OF THE GENRE. THE ALMOST LIMITLESS AMOUNT OF CHARACTERS THAT YOU CAN DESIGN, THE HUGE AMOUNT OF MOVES AND THE DIFFERENT GAME MODE WILL ENSURE THAT THE GAME WILL APPEAL TO PEOPLE WHO HAVE NEVER EVEN LOOKED AT WRESTLING BEFORE. ON TOP OF THAT, THE GAME'S GREAT FUN. DEFINITELY WORTH A LOOK.

-STEVE O'LEARY

PUBLISHER: **ROADSHOW**

DEVELOPER: **IGUANA**

GENRE: **WRESTLING**

RELEASE: **JULY**

PRICE: **TBA**

RATING: **G**

PLAYERS: **1-4**

RUMBLE PACK SUPPORT: **YES**

SAVE GAME SUPPORT: **MEM PACK**

GRAPHICS



SOUND



GAMEPLAY



OVERALL

9 | **10**

GT64ChampionEdition

MITHRA's had so many car accidents, we wouldn't mind if smashed this one...



Looking at this shot it would be easy to believe that the game's graphics are impressive but as soon as you see it in motion you'll change your mind faster than Superman on speed.

GT 64 IS A GAME with loads of potential, as it aims to give you the most realistic racing experience possible. This is no arcade racer where unbelievable stunts are the norm. If you try to pull off some of your favourite San Francisco Rush tricks here you'll get a harsh dose of reality as your car simply ploughs into the wall. Both the car handling and the car setup options give you a much greater

level of control over the driving characteristics of the car than previous N64 games. The big question then is, have Imagineer come up with the goods?

Pray the airbag works...

WHEN you first load the game up you're presented with a wealth of options that let you tweak various parts of the car to get maximum

handling and performance. You can change the tyre hardness, front and back shocks, gear ratios, front and back spoilers, and transmission. Surprisingly, these options really make a difference. If you use a low-drag rear spoiler you'll definitely know about it after the first sharp corner, as you'll still be fish-tailing 100m down the road unless you're ultra careful. However, the car's handling does takes some getting used to, even if the car has been setup properly. I was slamming into so many corners to begin with, GT 64 almost felt like a dodgem car game. When you get used to it though, you can feel the more realistic elements in there, such as the power slide control where the longer you ignore the slide the harder it is to correct. Whether you like the simulation style control or not, you'll find the Nintendo's analog stick is used very accurately in controlling the easy turns, making them a breeze. To add to the atmosphere you get to choose between 14



The way the camera pans around the cars looks cool.



This is one of the few times you get to see another car.



Cars like this porsche sure look cool in the replays but if you shop around I'm sure you could find one of these babies for the price of the cartridge.



Take care to ensure that you don't always end up in the barriers



Some tracks take place on dirt and pebbled surfaces



David Hasselhoff makes a comeback in another D-grade adventure



You'd think the scumbags that made this game could afford to pave its roads



The sections of the tracks with tunnels actually look quite nice..



Expect to find cornering difficult to start with, but with practice you'll get it

THE TRACKS

1. EUROPE: Admire the leafy European countryside as you scream around this wide open course. Be careful of the cobblestone sections of the track though as the traction is hazardous.



2. JAPAN: Race along the narrow winding course through the heart of this Japanese metropolis. Watch out for the hidden turns behind the chicanes though, as they really sneak up on you.



3. USA: Cruise down these long wide American boulevards, just be sure not to miss the sharp turns at the ends of the straights or you could end up swimming home.



official Grand Tour racing teams, each with their own different cars. The cars used by the various teams all perform differently, giving you even more ways to build your perfect car. GT 64 also supports the Rumble Pak, but does not really use it properly as it only ever activates it at full vibrating strength, giving a very jerky feel to the game.

There's three modes of play available in GT 64. You can choose from championship, time attack and battle mode. In the championship mode you must, as is usual in most racing games, win enough of the available races (there



Pulling out of power slides like this is practically impossible.



WOW. Look how realistic those spectators look - Not!

are three different tracks) to finish with the highest number of points. The time attack presents you with the opportunity to race against the clock. In the battle mode you go head to head with another car in a winner takes all race. It's in the Battle mode that the two-player option becomes available, where you can either race against the computer or against a friend in a split screen mode.

One of the main drawbacks to the game's lastability is the fact that there are really only 3 different tracks, 6 if you count the long and a short paths on each track. This low number of tracks is really not enough to keep you coming back for more over the long haul, especially since the available difficulty setting is fairly easy to beat after only a small amount of practice.

Get me some glasses!

IF all you look at on the screen is your car then might think the graphics in GT 64 are pretty decent. This is because the cars make use of some nice, detailed textures and plenty of polygons to construct the authentic looking racing vehicles. Visual problems start for GT



Who the Hell took this crap shot - Mithra, you're sacked.



Stop looking at these captions and read about a good game.



I thought I told you to stop reading these you idiot.

64 as soon as the car starts moving, as the graphics that make up the distant scenery appear very blurry and sadly lacking in detail. This can make it very hard at times to spot the corners with enough time to react properly, especially in the in-car view. The tracks in GT 64 make use of a large amount of geometry, giving some nice looking complex cityscapes. These buildings though, are hampered by poor quality textures that often look dull and washed out. Combine this with the blurriness of the distant graphics and the tracks are left looking very ordinary.

To make matters worse GT 64 also suffers from one of the lowest frame rates in a Nintendo racer so far. In the two player battle mode the frame rate drops even further, making it very hard to anticipate turning into some of the track's corners.

The replay feature is handled very well though. After a race you can watch your performance just as though it was a real race on TV, with lots of well chosen camera angles on display. You can also select the camera angles yourself if you want to catch a corner

from a particular angle.

Thunder or Lawnmower?

THE sound effects in GT 64 are a real mixed bunch. Lots of the engine noises have a very authentic sound to them which really adds to the atmosphere of the game, while others just remind me of a lawnmower. The other sound effects in the game, such as the collisions and wheel screeches, are reasonable but do not really affect the overall experience one way or the other. The music was also quite acceptable, which is a big step above some games where all you want to do is reach for the volume knob as fast as possible.

In the end GT 64 stands out as a game that could have been so much better. Imagineer have obviously put a lot of effort into making a solid driving model. Which makes it all the more disappointing that they cut corners with the rest of the game. If you've already got the other racers for the N64 and you're looking for more then you might want to check this out. But if you're not mad keen on racers then you should definitely check this one out at the video store first.



The cars are easily the most impressive part of the game. They are detailed well and always look cool.

SECOND OPINION

I was really looking forward to this game, as it looked as though it could be Nintendo's answer to Sega's Daytona USA. All hopes were dashed just a few minutes into the game as jerky frame-rates and blurry visuals hide a somewhat reasonable driving engine. Even for those who really persevere with this game, there seems to be little in the way of reward. Three tracks no longer cuts it in driving games these days, and the choice of different routes doesn't make up for this either.

The game's worth a rent if you're into racers more than any other genre on the N64, but I really suggest that you sample this product before you buy.

Steve O'Leary

PUBLISHER: OCEAN

DEVELOPER: IMAGINEER

GENRE: RACING

RELEASE: JULY

PRICE: \$99.95

RATING: G

PLAYERS: 1-2

RUMBLE PACK SUPPORT: YES

SAVE GAME SUPPORT: MEM PAK

GRAPHICS



SOUND



GAMEPLAY



OVERALL

6/10

AirBoarders64

TROY GORMAN'S is a skateboard ridin' hippy, so we let him ride some Airboards



If tricks and stunts are your thing you may be better off with io80 Snowboarding than Airboarders

EVER SINCE I WAS A YOUNG BOY I have dreamt of being Michael J. Fox. Now I have the opportunity to be Marty McFly from Back to the Future 2, flying around on my hover board. When I first saw this game I thought all my dreams had come true. After I had played the game for a while I noticed that the developers forgot one small thing - having a point to the gameplay.

Anime All the Way

If you've ever watched any Japanese cartoons then you'll know exactly what to expect from this game because the game's characters look like they're straight out of an Astroboy cartoon. There's Alf, the standard spikey-haired guy, Chris, the token girl, Dave, the big, fat guy, and Bobby, the little bandana-wearing weirdo.

The courses aren't tracks, as in other racing/boarding games, so much as, fully rendered

3D environments. Instead of the narrow tracks which you travel along doing tricks off every obstacle, as in 1080, the courses are large, colourful areas that you can explore at your own pace. The environments in the game may be large but they are very basic to ensure that a reasonable disappearing point and frame-rate are maintained. The programmers have alternated between pop up and fog, depending on the course, to deal with appearing polygons. Fortunately, both are pushed back far enough that they don't affect the gameplay.

It's possible to change camera angles as well. Strangely though, all three angles are directly behind the rider. The only thing that changes is how far back the camera is.

Jet-powered snowboard?

IT would be easy to stick this game in the same genre as the current crop of snowboarding

games, as there are many similarities (time trial, trick mode, some tricks even have the same names) but once you play the game the biggest difference jumps out immediately. Controlling the character feels totally different. You're riding a powered machine which responds instantly, even at eighty kilometres per-hour. Travelling straight up vertical walls isn't a problem, as you don't rely on gravity for momentum. There are also three boosts that give you extra speed or added jumping power.

Air boarders has five different play modes: "Lecture" teaches you how to do the tricks. "Street Work" involves doing lots of tricks in a short space of time to gain points. "Time Attack" is a race against the clock. This mode can be a bit confusing to begin with as it isn't always clear where the checkpoints are located, but once you know where you're headed it's quite fun. Because the 3D areas are so large and complex, they have managed to cram three different tracks into each area. "Coin" has you exploring each course for hidden coins before the time limit runs out. Initially this mode was the most fun, as it had me searching high and low, discovering hidden parts of courses I never would have found otherwise, but once all the coins were discovered there was no reason to ever play this mode again. "Free Run" is the last mode for one player. This lets you play on any course without there being any actual objective. No points. No time limit. No coins.

With five modes of play, Air Boarders seems pretty interesting but there is one mode missing. It isn't possible to race against a computer opponent. All the game modes have only one character on screen. This is a major disappointment.

Luckily, there is a two player mode, so it's possible to race a friend through the checkpoints or see who can collect the most coins. This mode is the game's only saving grace. In the absence of any competition from the computer opponents, being able to challenge your mates is the only way to get that racing adrenaline charge.



This guy go sick of the track and took to the skies



The amount of detail in this shot is mind boggling...



Skate on rails, fences, just about everything in this game



The famous 'going through the crappy red rings' track



It's a bird, it's a plane, no, it's a turkey on a skateboard



The 'Michael Jackson's plastic surgery gone wrong' move



Even the on-screen captions tell you to buy 1080 instead.



You can't imagine how hard it is to caption a shot like this...



The camera zooms in for some real cool shots while you perform your stunts



Crap... even the busses don't have wheels in this game...



Some of the backgrounds have a great deal of interesting scenery



No, the buss didn't have wheels but it sure had a real large bumper bar...

COURSES

GREEN PARK

This is a square playground area that skateboarders everywhere have been lobbying for their local council to build. It has everything you need to practice your airboard skills in a small area; a half-pipe, rails, drums, stairs, jumps, even a swing set. The amount of graphics on screen makes it one of the best looking tracks in the game



SUNSET ISLAND

A collection of islands, connected by a series of bridges. This is the most wide open of the courses. There are huts on the small islands, with a high rise and mountain on the main island. The airboard can travel on the roads or directly over the water, to island hop.



LOST FOREST

This course gives you the chance to commune with nature. It has caves, underground rivers, a fossilised dinosaur, a network of rope bridges, and a fallen tree (which makes a great half-pipe). There are a few alternate routes for variety.



SNOW FESTIVAL '64

Once you've finished with the nature area head back to the city. The area is basically ten-square blocks of urban landscape. There is no definite track, just a grid of streets and high rise buildings with a couple of parks and a monorail thrown in. Watch out for traffic.

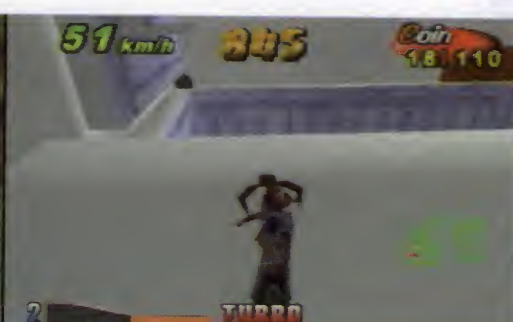


GIANT HOUSE

Just as the name suggests. You are the size of a mouse, scurrying between bedroom, kitchen and stairwell. All manner of furniture can be ridden on, as you make your way around the house that probably belongs to that prick at the top of the beanstalk. Ever wanted to play on the stove without the risk of getting your butt toasted? Well now's your chance...



Stuff the board, use your head to skate on!



Somehow you defy gravity and sail up walls



Some of the jumps in the game are very cool

These babies are silent

THE music, while mildly annoying after lengthy exposure, does fit the game perfectly. Think; Saturday morning adventure cartoon themes. I could live without the voice over spurring me on every two seconds. "Okay, Everyone, now it's showtime.", "Keep it up." "Mistake." MISTAKE! Maybe I meant to do two-and-a-half backflips off the cliff, falling off my board and cracking my head. The sound effects are suitable. There's the "whiz" of the airboard and the hilarious exclamation of Chris, "No", every time I slammed her into the wall.

Air Boarders 64 has a lot of good ideas but it

fails to bring them together as well as it could have. Air boarding around is a great idea. The characters have a great assortment of moves. The courses are excellent 3D environments; large with lots to explore. On the down side though, the inability to race a computer opponent is unforgivable. While the courses are large, beautifully created areas, they are wasted by the limited gameplay. The game could've been enhanced greatly with some platform or shooting gameplay (the high rises with tight alleys are practically begging for a multiplayer mode). This game has some good ideas but a racing game without opponents to race against is like a Nintendo without control pads.



You'd expect to die after this fall, but not in this game



Someone should explain the term 'texture map' to these guys



The realistic animation for the stunts in Airboarders is one of the game's impressive features.

SECOND OPINION

This is one of those games that initially looks really promising but somewhere along the line it takes a savage nose dive. Programmers often have great ideas that fail to transfer into an actual game that holds true to its initial form. Airboarders offers huge environments, which makes it all the more disappointing because you have such a limited amount of things to do that it all gets boring very quickly. Hopefully human will make a sequel and they'll do it better.

Steve

PUBLISHER: NINTENDO

DEVELOPER: HUMAN

GENRE: RACING

RELEASE: NOW

PRICE: TBA

RATING: G

PLAYERS: 2

RUMBLE PACK SUPPORT: NO

SAVE GAME SUPPORT: NO

GRAPHICS



SOUND



GAMEPLAY



OVERALL

6.5 | 10

BioFreaks

Who wants to live forever with grafted bio limbs? ROBERT "the freak" GARCIA...



If you're looking for a game that has lovely, childish and censored visuals then this ain't it. Vomit, blood, guts and dismembered limbs await. Roll right up yer sickos

THE STORY IN BIO FREAKS takes place many years in the future, where the world has been crippled by economic misfortune, the governments and laws have folded, and people live in a society where it's the norm to walk down to the local shop and kill the attendants for a Snickers bar and a can of Coke. The leaders in medical science have invented bio-organic transplants that have the possibility of making people immortal, and this information has fallen into the hands of people who aim to rule the world. They have created the Bio Freaks and they use them to compete in duels to the death with huge bets and cash prizes for the winners.

Enough story... Time to kill!!!

WHAT ALL THAT CRAP means, is that the Bio Freaks are part man - part machine, with machine guns, knives, rocket launchers, flame throwers - you name it, built into their bodies so they can become the hardest fighting warriors the world has ever seen. Furthermore, these dudes don't feel pain, even when their arms have been cut off (mostly because they know they can get a replacement with the fight money they win!) so they will fight to the death,

regardless of what happens.

Ten of the weirdest looking characters ever are available for use in Bio Freaks, and you'll agree the word 'freaks' couldn't be any more appropriate after looking at these guys. You just know that besides stabbing, kicking and punching the crap out of people, these fellows would be pretty much useless for anything else in life. It's not as if they have anything else to live for - they can't go home after a good days killin' and have a good hot meal with the wife. Heck no. As fighters that are bread to kill and mame though, they excel. From the huge, fearsome Zipperhead to the small but deadly Sabotage (her last boyfriend named her that when he took one look at her face and became impotent), the character feature some of the most original character design yet seen in a fighting game. Some of their moves, although ridiculous, are very clever and imaginative but still fall quite a way below the standard seen in premier fighting games like Virtua Fighter and Tekken. Still, the attention to detail on the fighters is excellent. They dribble, drool, vomit, fart, move and look just like real freaks. Thankfully, they kill like profession-

als. The animations of the characters are some of the best seen on the N64, with characters like Bullzeye and Sabotage sporting some kicking attacks that look damn excellent. The characters that use blades, like Delta and Purge, move elegantly and wield their weapons with the precision that you'd expect to see in a martial arts demonstration. All up the look and movement of the fighters is top-notch, if not a little over the edge...

No more cages for these animals

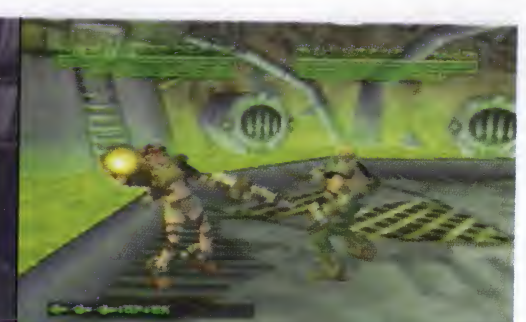
IN BIO FREAKS THE PLAYERS are no longer confined to small enclosed arenas. All players have the ability to fly, and many backgrounds have higher platforms that allow you to fly up to higher areas so you can swoop down on your unsuspecting opponent. Most backgrounds also have danger areas, like pools of lava, huge fiery furnaces or large stone mills that grind anything to a pulp. Players can fall, or be thrown, into these danger spots and receive huge amounts of damage, which adds variety and a new concept to the standard 3D fighter. In many instances you'll be able to force your opponent right into the flames of the furnace or into the



That's not a gun.. THIS is a gun.



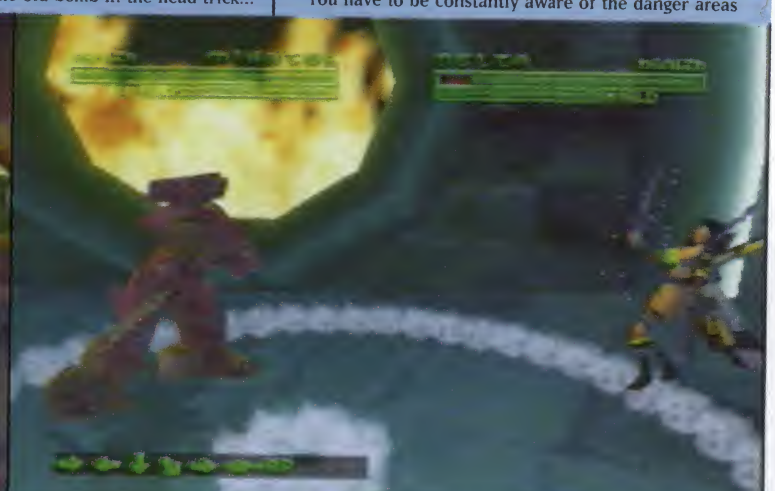
Would you believe it's the the old bomb in the head trick...



You have to be constantly aware of the danger areas



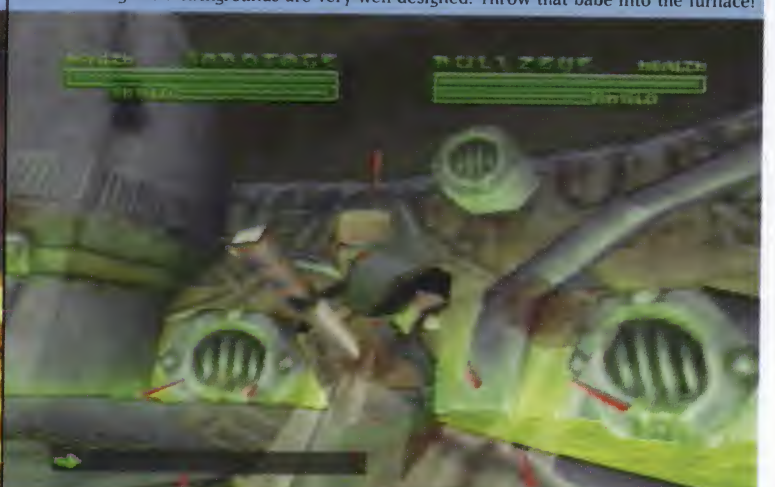
Among his huge list of cheap moves, is Purge's flame thrower. Sure to annoy many people



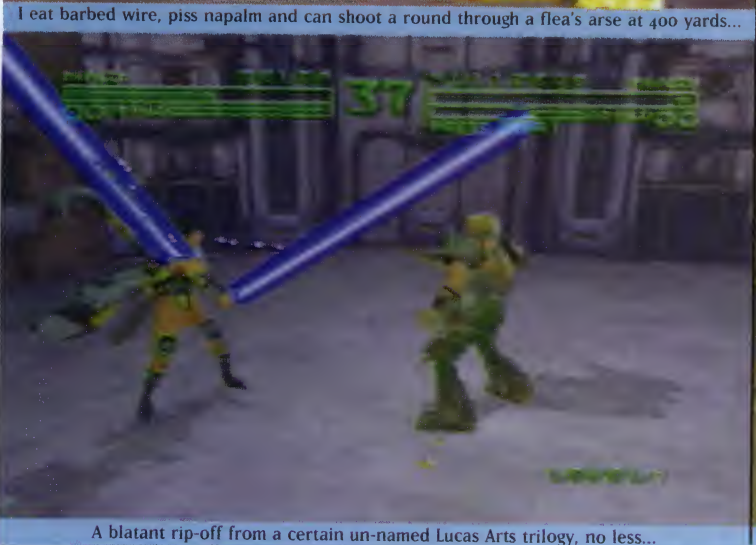
Some of the game's backgrounds are very well designed. Throw that babe into the furnace!



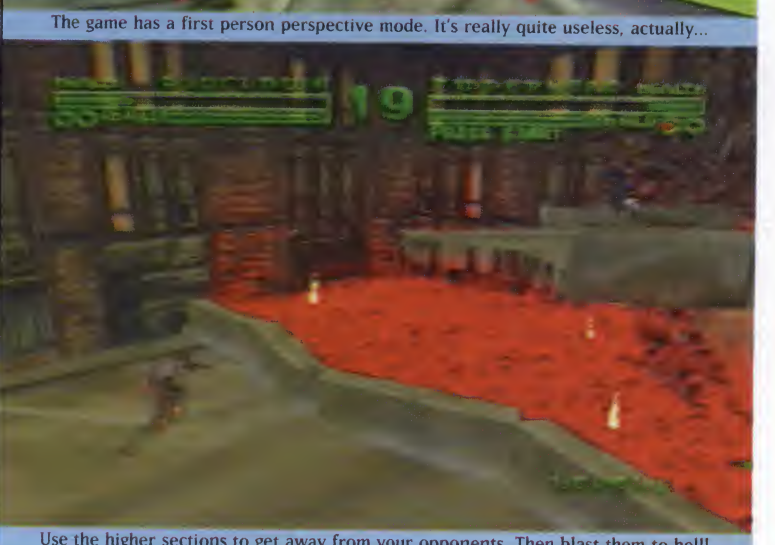
I eat barbed wire, piss napalm and can shoot a round through a flea's arse at 400 yards...



The game has a first person perspective mode. It's really quite useless, actually...



A blatant rip-off from a certain un-named Lucas Arts trilogy, no less...



Use the higher sections to get away from your opponents. Then blast them to hell!



Bullzeye's fatality is very satisfying and looks great. He chops the head clean off his opponent, then they stumble around with blood gushing from their neck. Muahahaha....



Here Ssapo snaps forward and quickly bites the head right off his opponent's body. The head just rolls away... I guess Ssapo must be a vegetarian



Repeated blasts with your projectile weapon (gun etc.) will blow off you opponent's left arm, then right arm, and then their head. It sort of explodes, spraying blood into the screen.



This one's lovely... Minatex impales his opponent with the blade on the end of his arm, lifts them up high and then bites their head clean off. He then throws their limp body away

grinding mouth of the stone mill, where his arm can be ripped off and crushed into blood and bone...

The graphics and detail on the characters themselves is also quite good, especially when the players are viewed up-close. This, unfortunately, doesn't happen too often as the screen scales backwards to view the whole background in 3D, which often leaves the players ending up as a pile of blurry pixels. It's the blood though, that is sure to please most in Bio Freaks. Again, 'over the top' must be used to describe the character design and the programmers use of blood in the game. Chop and arm off, and blood will pour from the socket for the rest of the match. Chop their head off and the body

will aimlessly stumble for a few seconds before falling to its knees, then over onto the floor where it twitches and shudders while your characters finishes his victory pose. Now if only they could implement this stuff into every other games on the N64. Yoshi?...

Stereo scream...

NO DECAPITATION would be complete without a blood-curdling scream and Bio Freaks has got that one down pat as well. Although the effects aren't exactly brilliant, they suit the game very well and make you stand back with a huge smile across your face when you see and hear your opponents head rolling across the floor. Musically speaking, the game doesn't ring any bells for

those out for some classic tunes, but the mix of rock and grunge suits the game's theme and will keep you from reaching for the volume nob a good deal later than other games have done.

One game of Bio Freaks will easily confirm that it has come from the company behind Mortal Kombat Trilogy and War Gods. It doesn't exactly fall to the lows of either of the aforementioned games, but Bio Freak certainly does have its fair share of faults and problems. Most characters have a good range of chain combo moves, where they string five or six hits together, but again the dreaded 'N64 pad of doom' scenario comes into effect, with many of the button combinations being too difficult to perform on the N64's pad. On top of that, the game places a great emphasis

on using the projectile weapons in order to win a match, and higher level CPU opponents will just shoot you down like a dog before you even key in the first two button presses for that fabbo six hit chain combo. The idea of flying and fighting in the air is novel, but it doesn't seem to really work at all, with most of the battles usually taking place on the ground. On top of that, some of the character's moves are just too strong and will have you on your back (or in the Bio organic spare parts box) way too quickly.

Still, the satisfaction of getting off a successful fatality (the moves come out slower, so are harder to perform on skilled players or high level CPU opponents) is quite good. Also, when playing friends that love to continually use the

same fireball motion move, it's incredibly amusing to jump in and cut their arm off, as they will no longer be able to perform that irritating cheeseball move! What's even better is when you actually come back and win a fight after losing both your arms (stump them to death!).

The ideas that Bio Freaks presents as a fighting game are all very good and will certainly be copied and re-produced in game some time in the future. As it is though, Bio Freaks probably won't appeal to those who just don't like fighting games, as even the gore will wear thin after a small amount of time. If you're a fighting game freak like me (or you just look like one of the fellows in this game), then you should check this game out. Otherwise, rent it or steer clear.



Delta's 'spraying acid blood from her neck' special move



Bullzeye - the standard 'Ryu clone'



Delta - mean sword swinging babe



Minatex - Big, bad and ugly, he'll smash your head flat!



Psyclown - why the hell do they have clowns in fighting games



Purge - I wonder how this guy manages to take a leak?



Sabotage - Pretty much the female 'Ryu clone'.



Ssapo - He used to be a tree frog before he ate toxic waste



Zipperhead - this guy fell on his set of steak knives...

SECOND OPINION

As a fighting game, Bio Freaks does have some merits. Unfortunately, it all too often turns out to be a button mashing exercise. It's one of those games that you could play a great deal and become skilled at, only to have a six year old button basher come along and whoop your butt.

The blood is there, and this will definitely appeal to many Mortal Kombat fans but it doesn't have enough solid gameplay to keep hard-core fighting fans happy for long. Still, it's better than Dark Rift and war gods, if that's saying anything.

Steve O'leary

PUBLISHER: GT INTERACTIVE

DEVELOPER: MIDWAY

GENRE: BLOOD

RELEASE: JULY

PRICE: TBA

RATING: PROBABLY XXX

PLAYERS: 1-2

RUMBLE PACK SUPPORT: YES

SAVE GAME SUPPORT: MEM PAK

GRAPHICS



SOUND



GAMEPLAY



OVERALL

7 | 10

ELECTRONIC ENTERTAINMENT THE EXPO FUN STARTS HERE

This year's E3 at Atlanta was possibly the best ever for Nintendo. While other companies were speaking of new hardware, or boasting their large user base as a way to attract attention in the stalls on the E3's floor, Nintendo's words were spoken through one thing — quality software and lots of it.

Their aim of focusing on producing the best game software available this year appears to be paying off. Arguably the biggest game of the year is Nintendo's own *Zelda 64*, and the crowds it attracted far outweighed everything else on display at the E3. The head honchos at Nintendo are expecting *Zelda* to be the best game ever for Nintendo and if the recent screen shots and nearly completed version seen at the E3 are anything to go by then they could be absolutely right. The sequel to *Goldeneye*, named *Perfect Dark*, also made its first public appearance at the E3 and is looking to be an even stronger title than the original, with a better graphics engine and more refined gameplay. More and more 3rd party software developers had titles on display, from Capcom and Psygnosis to Titus, Konami and Electronic Arts. All in all, the list of N64 titles is growing every day, but one thing was strangely absent from the floors of the E3, the one thing that many N64 owners had been waiting to see — the 64DD.

In a pre-E3 conference a few days before the big event, Nintendo of America's Chairman, Howard Lincoln, made an announcement that the 64DD would not see the light of day in North America in 1998. When questioned on reasons for the decision he explained that the size of current cartridges, like *Zelda 64* (which is 32 megabytes), had reduced the need for an add-on device for extra storage. He went on to add that in future Nintendo would encourage developers to use cartridges with larger capacities for games rather than the 64DD itself. The unit is still said to be launching in Japan before the end of '98, but the Chairman went on to say that the 64DD probably won't appear at all in the US, even in 1999. He cited the lack of killer software specifically designed to use the 64DD's abilities as the probable reason for the 64DD never being released.

Indeed, considering the size of cartridges like *Zelda*, and the falling price of ram, Nintendo may have made the best decision possible for the future of the N64. Without the need to worry about a market that could possibly be split by two programming formats, Nintendo can now continue to focus on creating great games for the N64. This is, after all, what Nintendo appear to have achieved with their presence at this year's E3. Sadly, some of the features that the 64DD promised will be missed, but the games are flowing thick and fast, so sit back and read up on all the great games we will be playing from now until the new year.



LIGHTBLASTER 64

Interact have just announced a light gun for the N64, named Lightblaster 64. The gun is quite similar in design to the 'Performance brand' Playstation light gun, which is a good thing as the gun looks quite stylish and has quite a few great features. These features include:

- **Auto-Fire:** Fires continuous shots at a rate of 16 per second
- **Auto-Reload:** Automatically reloads when firing has ceased
- **Intelligent Reload:** Reloads when clip is empty
- **Special Reload Knob**
- **Set Mode:** Customize clip for 6 to 33 bullets
- **Hyper button:** For firing special weapons in most shooting games
- **Memory Card Slot**

The features like Intelligent reload and Hyper button are sure to be great additions to the shooting game genre but one question still remains for N64 owning shooting game freaks – When is a light gun game going to be released? The answer is still uncertain at the moment, and Kemco's Knife Edge is the only game that looks like it may be able to fit the bill.

Still, the appearance of such guns on the market can only encourage developers to make gun-based games, so I guess it's just up to us to sit back and wait for something to come along.

THE GLOVE

Another accessory announced at the E3 was Reality Quest's 'The Glove'. Intended for younger gamers, The Glove straps onto your right hand, with movement on-screen responding to the movement of your hand while the glove is active. The Glove has special sensory devices that can determine the position of your hand and it relays this information into the N64 so your character can be moved according to the glove's position. Sound a little silly? Well the possibilities for the glove may outweigh the ridiculous appearance of the device. Imagine a N64 version of the SNES and NES classic 'Punch Out', where your fist could actually be used to land blows on a computer opponent. Games with these advancements could be possible with the glove. Even better though, is that the Glove has a rumble action that delivers a jolt to the players hand letting them know when they have been hit – most useful for a boxing game like Punch Out.

The Glove has its own set of buttons that can be calibrated to suit different actions in games that would usually be assigned to the standard N64 pad. Furthermore, the Glove has a memory function that remembers these button allocations permanently, so that you never have to spend time assigning buttons again.

An Australian release date is yet to be made public, but N64 Gamer will keep you up to date on any developments with the Glove



ALL STAR TENNIS

Well, finally a tennis game makes it to the N64! Ubi Soft showed up at the E3 with a version of one of the world's most popular sport games in All Star Tennis. Promising a remarkable physics engine that will leave other tennis games for dead, Ubisoft's game uses realistic motion capture for the player's movements as they run around the court. You'll be able to play on realistic digitised courts in England, California, France, Italy and other locations. You'll marvel at the game's true-to-life ball motion which will ensure some of the best in-depth gameplay yet seen in a tennis console game. Expect to see more on this game in the next issue.



BODY HARVEST

It's looking pretty grim for the human race. After spending more than a century as an intergalactic snack food for a race of insect-like aliens, the human race is nearing extinction. Unhappy with our fast-food status, a bunch of rebels have genetically engineered a bad-ass mother to eradicate all the alien scum. Graphically the game is quite reminiscent of Pilotwings. It uses the same style of realistic textures to create a great atmosphere. Entire cities and rolling countryside are re-created in stunning detail while maintaining a smooth frame-rate. The game places you in the role of the hero who must wander around the planet completing tasks like putting out fires and fixing machinery to help the survivors. Every so often another wave of aliens will attack. The two main types of aliens are: winged aliens that fly around dropping death-from-above and flesh-less rejects that wander around herding up the remaining humans. Your fellow humans are normally cowering in their houses which the flying aliens are busily destroying so that the flesh-less ones can get inside. Therefore, your best bet is to concentrate your efforts on the flying aliens first then worry about the others later. Those rebels are quite clever because they also managed to whip up a time machine for our hero to use. This means you get to splatter alien scum's brains all the way through time periods from Greece in 1916 to the Alien homeworld in 2046. Another unique feature of Body Harvest's is that your character can take control of every single vehicle he comes across (over sixty in all). The range of vehicles available include: planes, trucks, motorcycles, boats, spaceships and even an icecream van. One particularly amusing scene showed the character using one of the game's trucks to turn some of the aliens into some sloppy road-kill. Body Harvest is definitely the most original title on show at the E3 and is shaping up to be a very promising game indeed.



RUSH 2

Midway turned up with various games at the E3. One of the most anticipated was surely Rush 2: Extreme Racing. Like the first game, Rush 2 is more about finding the most wicked shortcuts you possibly can from one side of a city to the other. Jumping over buildings, rivers, driving through secret underground tunnels and burning up long highway straights are just some of the things you'll be able to do in Rush 2.

The action takes place in three new cities: Manhattan, Seattle and on the island of Alcatraz. Twice as many cars will be included in the final version of the game, with really crazy vehicles like a golf cart said to be in the game. These, obviously, will be hidden as they were in the first game, with players having to make insane jumps and practically drive up the side of buildings to find the keys on each course needed to unlock the hidden tracks.

The graphics appear to be remarkably similar to those in the first game, not that this is a bad thing, as the visuals in the first game contain a huge amount of geometry on-screen and a impressively smooth frame-rate. The car's control though, has had a major re-vamp, with more realistic steering and better control which was a little lacking in the first game.



ROADSTERS '98

Titus just unveiled the sequel to their successful Automobili Lamborghini to an eager audience. Roadsters '98 looks like the most impressive racer to hit the N64 so far. It promises to offer better gameplay and features than its predecessor, with a new multiplayer option added in as well.

The game at its 40% completed stage is already looking very impressive. It's using an advanced version of the graphic engine seen in Automobili Lamborghini but it's been tweaked resulting in a smoother frame-rate. The game is also much faster, as the cars can now hurtle along at great speed, giving a more realistic sensation of speed than the first game ever did. Special effects like light-sourcing and lens flair are currently missing from the version seen but Titus promise that they will be included in the finished game.

Gameplay wise, the game now supports a much more refined driving engine and the cars can now take corners very smoothly, without any of the overly responsive steering that was seen in the original. Powerslides are now much easier to control and become an essential part of the gameplay.

Ten cars are selectable, with ten tracks of varying difficulty available. The four player version in the original has also been carried over into Roadsters with a new multplay mode that Titus were unwilling to comment on.

With the refinements already made to the game at its 40% stage, Roadsters '98 looks to be everything that Automobili Lamborghini should have been and more. Look out for a release this October.



GLOVER

Glover definitely attracted a lot of attention at the show because of its highly original, yet polished, platform fun. You control Glover (the white glove from the pics in case you couldn't figure it out) on his mission to save the world from his evil twin brother (a green glove - go figure). The basic aim of the game is to collect and save the power crystals scattered throughout each level. The way that Glover does this is the really cool part. Once he collects a crystal it transforms into a ball that he can carry, run on, dribble, juggle and throw. Because of the ball's vulnerable status it must be protected at all costs. So if you come across a bad guy you have to either juggle the ball, keeping it out of reach of the enemy, while you pound them, or for tougher baddies, you can throw the ball onto a safe part of the environment while you fight it out. There is also lots of really tricky scenery that forces you to use the balls in some really weird ways. In one scene Glover comes up to a wide river that can only be crossed by chucking the ball in the water, jumping on it and running on the spot to get across to the other side. It's gameplay like this that makes Glover a refreshing change of pace compared to all the standard 'Mario clones' that are popping up lately.



MISSION IMPOSSIBLE

Mission Impossible looked fantastic in its near-finished form at the E3. The game was totally playable and showed Ethan performing all sorts of cool covert activities. One scene showed the famous sequence in the computer room where you get to control Ethan as he is lowered down to the computer. The only problem is that the room is criss-crossed with infra-red beams that you cannot touch. In another level you have to scale your way to the top of a building and then use the lights on the heli-pad to contact your associates. The graphics in this section showed silky smooth animation for Ethan and also impressed us with detailed textures and a huge amount of geometry on-screen. The best thing is that the game uses very realistic textures so that you really feel like you're playing the movie. The dynamic camera angles were shown off in scenes where Ethan comes across an enemy. The camera shifts from a 3rd-person view to right up behind Ethan, who turns transparent and can use a goldeneye-like zoom feature to shoot the bad guys. The explosive gum from the movie was used when Ethan was trapped in an interrogation room. He placed the gum on the glass and then stood back as the gum shattered the window, which he then jumped through. The ability to change identities was seen in a stunning real-time scene. You see two characters talking and then as one walks away the camera lingers on the other as he whips off his skin to reveal Ethan underneath the disguise. Mission Impossible is looking like a very revolutionary piece of software. It concentrates on the stealth and objective based gameplay similar to Goldeneye's and is easily the closest thing to an interactive movie we've seen so far.



NFL BLITZ

Midway had their first public display of the N64 version of NFL Blitz on the floor at the E3. The game will be the third home conversion from Midway's 3DFX based arcade system (after Mace and San Francisco Rush).

Being an arcade game, NFL Blitz's gameplay is more a mix of high speed football action rather than a technical simulation along the lines of NFL Quarterback Club '98.

The arcade version of the game runs at an impressive 60 frames-per-second, and the folks at Midway are promising similar results on the N64.

The game will include an arcade mode for straight up football; a tournament mode where you can play all the teams in the licensed National League and a game editor where you can construct your own individual players.

In its current form the game looks very promising. It looks a little like Madden 64 (although it's running in a higher resolution mode) but seems to have faster and more action-based gameplay. A huge variety of offensive and defensive plays have already been implemented in the game and the opposition AI already looks to be very good. The game is set to appear in the U.S in July, so hopefully we can expect a release around August to September this year.



SPACE CIRCUS

Details about Infogrames' latest game were a little sketchy at the show but it sure looked impressive. Space Circus is yet another Nintendo platformer that's set in a 'wacky cartoon world'. You get to wander around a bunch of planets that each features a different Sci-Fi theme. The graphics are very colourful and the game was able to handle up to 10 characters on-screen without any slowdown. If the gameplay turns out to be as good as the graphics then Infogrames will be onto a winner.



SCARS

UBI Soft is hard at work on an original looking racer for the N64. SCARS has large 4-wheel-drive buggies that look sort of like the little remote-controlled cars we used to play with. These buggies are able to take advantage of their huge wheels to drive over all sorts of rough terrain. Any driver that decides to stick to the roads will have a very lonely race because the rest of the racers will be doing all sorts of mad jumps and flips over the off-road terrain. Ubi Soft have also spiced up the racing action with a range of nasty weapons like spiked mines, smoke bombs and missiles that up to four players can toast each other's butts with.

QUEST 64

Hot on the heels of *Zelda 64*, is another RPG that's set to turn a few N64 owner's heads. Using a fully 3D engine, just like *Zelda's*, *Quest 64* appears to have the depth in gameplay necessary to challenge *Zelda* as possibly the best RPG on the N64. The story revolves around a little town called Cetland, which has been cast into spiritual chaos due to the theft of a magical book. You take control of Brian, a wizard's apprentice, and you explore the huge world around Cetland in your quest to find the book. A huge 3D environment that includes seven cities and has landscapes ranging from coastal villages to mountain forests.

You have over 50 spells at your disposal including spells to manipulate the four elements of nature—earth, water, air and fire. THQ promises that there are over 100 characters to meet and interact with in your quest. As far as fighting is concerned, THQ has developed a unique battle engine where you can mix traditional dueling with weapons and all kinds of magic spells.

THQ says that the game is so long and involving that the cartridge includes a battery back up that actually keeps a real-time clock with sunrises and sunsets all beautifully rendered thanks to the power in the N64 chipset. Even the music is said to contain an impressive music score that will make your quest seem like an epic movie adventure.

So far the game looks incredibly promising and may even have what it takes to set the standard for 3D RPG games to come.

Again, the game is due out relatively soon, so expect some news in the next few months (possibly before *Zelda* arrives).



KNIFE EDGE

You can all stop writing in and asking if there are any 'gun games' in production because Kemco have announced *Knife Edge*. The game features a really original storyline—you're a soldier sent to Mars to wipe out a hostile alien colony. Well, okay, so it's not very original, but hey, it's fun to play. The game is a first-person shooter with 'on-rails' gameplay that provides you with a lot of cool weapons so you can splatter the aliens all over the planet. *Knife Edge* also features the ability to duck back behind scenery to reload and get out of the way of enemy fire (like *Time Crisis*). The game was only using a joystick at the show but Kemco assured us that they would include light gun support in the finished version.

NFL QUARTERBACK CLUB '99

Quarterback '99 uses Iguana's *All Star Baseball '99* graphics engine except that they have somehow managed to tweak even more performance out of it. The result is that the characters look absolutely incredible. The high resolution (640 by 480) really lets you appreciate the stunning detail that has gone into these characters. The animation has also been improved to include things like player-specific celebration animations when they make a touchdown. The only criticism that could be leveled at Iguana's earlier effort was that the computer AI was about as sophisticated as Homer Simpson after a case of Duff beer. Iguana have taken this to heart and employed New York Jets' offensive coordinator Charlie Weiss to help them overhaul the players' AI. The now standard team management option is included so that you can handle all the drafting, signing, releasing and creation of players. The game even includes a cool historic simulation mode that lets you replay key moments in 32 famous Super Bowls. *Quarterback '99* is looking like a truly awesome sports game that will undoubtedly have all sports fans drooling over these pics as they wait for the September release.





EARTHWORM JIM 3D

That silly worm that we all hate to love is finally making his debut in the fully 3D world of Interplay's second N64 game, Earthworm Jim 3D. As far as the story is concerned - Jim is out taking a stroll one day and while dodging dive bomb attacks from the local starving crows he is hit on the head by a falling cow (yes, they have learn't to fly recently - didn't you know?). He is knocked unconscious and finds himself in the madcap world of his own mind. Jim must now battle through his subconscious to try and wake up to get back to the real world. A weird setting for a weird game is what many people would say but Earthworm Jim looks set to be a groundbreaking title in many ways on the N64 (apart from most original, yet ridiculously retarded storyline).

EWJ3D has, as you could have guessed, an assortment of really weird and silly characters but it all seems to fit well into the game's theme and on a whole it makes a very humorous game. Jim is equipped with many humorous animations that are guaranteed to get you laughing. These include back-flips, whips, a helicopter head move, rocket pocket (don't even ask...) and pig snowboarding! Over eighty different characters are included in the game, all with different animations and totally laughable names (how about 'professor monkey-for-a-head!'). The game has six huge levels where you are allowed total freedom of movement ala Mario 64. Interplay say that Jim will be able to interact with any object that he comes across and the emphasis on exploration and experimentation in the game will be very high. This will be a change from the usual 'straight out shooting game' that EWJ has been on past systems and could see the start of a whole new line of games about the old Jimster.

Set for a September release, EWJ 3D looks interesting, if not a little wacky to say the least. Still, this type of refreshing gameplay and humour could be just what N64 gamers need.

BUCK BUMBLE

If you thought there were enough Bio Freaks in the mag this moth then you were wrong. Buck Bumble is the latest dude to get the chop-shop operation where he walked out of the operating theatre with 2 guns and a chainsaw attached to his limbs. Buck Bumble's a full 3D shoot-'em-up where you fly around and shoot the crap out of everything. The game is nearing completion and currently has a very impressive 3D environment much like what's seen in Lylat Wars, except you have full 3D movement. The action spans over 20 totally different 3D worlds that display some of the best graphics yet seen on the N64. Multiplayer options are also said to be included in the final version of the game, so you can expect the excellent dog-fight battles that made Lylat Wars such a good multiplayer game.

Currently scheduled for a September release, expect to see more on this title in the next issue.



BATTLE TANX

For those of you that really loved the tank levels in Goldeneye you'll be overjoyed to hear that 3DO have just announced a cool looking game in which you get to jump in a tank and drive around cities destroying anything you see. Battletanx presents the player with extremely large environments in which you must seek out the opposing team's captain and destroy their base. Getting there is half the fun though, because you will have to take care of tons of gun turrets, enemy tanks, entire office blocks and even the odd defenseless bystander (If you have a sadistic nature like me).



F-ZERO X

The early version of F-Zero X that N64 Gamer managed to see has an incredible sensation of speed present. The cars flew along the courses at incredible speed and what was even more impressive was the game often had over 20 different cars on-screen at the one time. The courses appeared similar in style to the SNES version of F-Zero, with long sweeping corners and wide straights that allow plenty of room to fight for position. It did, like the SNES version, appear a little sparse in terms of background scenery, but at the speed and fluidity the game was moving, that fact was quickly forgotten.

One of the game's tracks was on a huge, and I mean huge, cylinder. The cars raced along the curved surface of the cylinder and it often changed direction from left and right to up and down, the effect and the game's speed, provided some incredibly impressive visuals.

Look out for a full preview in the next issue of N64 Gamer.



FIGHTING FORCE

Fighting Force is a scrolling beat-'em-up along the lines of Capcom's legendary Final Fight. You can choose from four different characters to play a one or two-player simultaneous game. The characters include typical beat-'em-up guys like Smasher (the big lumbering bloke that splits the skull of anyone he gets his hands on) and Alana (the standard female character that relies on fast spin kicks and a cool move where she jumps on an enemy's shoulders and repeatedly scones them on the head). Fighting Force won't be winning any originality awards but the good old fashioned gameplay has been updated with cool 3D graphics and it's sure to be popular with beat-'em-up fans (Robert's been drooling over the shots for the last week).

WCW V NWO REVENGE

For all of you wrestling freaks out there - you'll be pleased to know that THQ are hard at work on a sequel to WCW v. NWO. The new game is twice the size and includes tons more moves and wrestlers (there are now a staggering 80 to choose from). In the first game a favourite tactic of mine was to belt the crap out of the others with the bats and chairs you could get from the audience. Obviously I wasn't the only one to enjoy this because THQ have now added trash cans, metal pipes and chains - "let's get ready to rumble".



TOP GEAR OVERDRIVE

Kemco's sequel to Top Gear Rally was still in quite an early form but it's already looking very promising. The graphics have been polished up a bit but it's the new gameplay innovations that really sound cool. The new game will be four player split-screen and will feature on-track power-ups like turbos and money to buy better cars (there's eight to choose from, ranging from V8's to European sports cars). There are now seven different tracks (compared to Top Gear's Five) and there will be a much greater emphasis on taking sneaky short-cuts involving off-road driving. Look forward to seeing this game on the shelves around November/December.



MADDEN '99

EA were being very tight lipped about their new Madden game. The only detail they announced was that the game will include a play editor that will let you construct and execute your own plays. The most notable improvement was the graphics. EA was well aware that their earlier effort looked like the ugly sister compared to NFL Quarterback. In response EA have constructed large, detailed characters with beautiful animation. One scene I saw involved one of the players getting tackled as he was jumping for the ball. He must have done at least three full flips in the air before he landed – bloody spectacular. The only problem with this game is that Iguana have announced Quarterback '99 which will set even higher standards in graphic performance. Although Madden can't compete graphically its more polished gameplay may see it successfully tackling the opposition.



SPACE STATION SILICON VALLEY

DMA's Silicon Valley may lack the graphical appeal of many of the other games on show but it stood out because of its interesting storyline and original gameplay. You take control of a little computer chip – yes that's right a computer chip – and your mission is to save the world by taking control of a huge variety of animals. What you have to do is attach yourself to the necks of any animals you come across so that the spikes on the bottom of your computer chip can stick into the animal's spinal cord and then you can control all of their movements. The game is designed so that there are a number of specific tasks in each level that can only be completed by controlling a specific animal. These aren't your ordinary variety of fluffy bunnies either. They all come packing various weapons like rocket launchers and machine guns. I must say that it is an unusual feeling to be wandering in a cartoon environment with a cute little squirrel carrying a huge flame thrower under his arm, toasting anything that gets in his path. Keep an eye out for Silicon Valley in November.

SURVIVOR DAY ONE

Survivor Day One has a cool Sci-Fi theme that involves a unpopulated planet being colonised by a huge spaceship filled with every type of life-form imaginable. Unfortunately, disaster strikes as the ship is landing because the pilot gets killed and the ship plunges into an ocean. The game begins with water rushing into the room as the ship slowly but surely sinks into the ocean. You have to try and escape the ship before you drown. This is a difficult task since you have to contend with a ship full of hostile aliens and a girl-friend that can't swim. The game looked very smooth when it was shown at the show and the action involved you wandering around collecting various weapons to toast a variety of nasty looking aliens. The game still needs a bit of work but it has some good ideas and shows promise.



ZELDA

The biggest game of the show was definitely Zelda. Nintendo was mesmerising the crowds with huge screens displaying their pride and joy. It's easy to see why the game was so popular - it's nothing short of amazing. Zelda sets new standards for graphics and gameplay that all later titles will be compared against. The game begins with Link (your character) standing outside a huge castle as the rain pounds down on him and lightning crashes in the distance, then a mysterious knight on horseback rides out of the castle and off into the distance with Zelda (your girlfriend). Link must then cautiously make his way around the outside of the castle (avoiding the gazes of the patrolling guards) until he can find a way to sneak quietly in. After exploring the castle a little bit Link comes across a large room with paintings hanging on all the walls. Just as he is about to leave the room a vortex opens in one of the paintings and the evil Gannondorf jumps out and swings his sword at link. You must now use Link's bow to take shots at Gannondorf while avoiding his sword swings as he jumps in and out of the paintings. Watching this game you can't help but admire just how far games have come in the last few years. Zelda really is an example of next-generation software. The game places you in a totally interactive 3D environment in which you can explore and experience some truly amazing things. Zelda has so many things going for it that it's difficult to describe them all, but since it's my job, I may as well have a go. The bosses are definitely crowd pleasers. In one area Link must take on a dinosaur that is so big it makes Godzilla look like Pee-Wee Herman. The sight of the dinosaur rearing up on its hind legs and breathing huge clouds of fire really has to be seen to be believed. The way that Link must hurl lit bombs into the dinosaur's mouth at the precise instant before he breathes fire is an indication of the level of imagination that has gone into this game. Another, impressive boss scene featured link gazing at his reflection in a pool of water when a freaky monster made up of rippling liquid forms itself out of the water in the pool (just like the T-1000 in T2).

Zelda has also implemented an original new camera system to combat any of the problems presented with the 3D views in Mario. Now the camera follows from a small distance behind you until you come across an enemy or an object of interest. When this happens the camera swings in for a closer, side on, view to give you a clear shot of the action. This makes battle scenes very easy to control because your own character never gets in the way of your vision. In terms of control Zelda has many different sword swings he can use against the enemies including a stunning helicopter attack in which he spins around swinging his flaming sword. Link can also dodge to either side to avoid the enemy's attacks and put up his shield to block enemy blows. Other weapons besides the sword can be assigned to the four yellow buttons. These other weapons include things like his staff which has a longer reach and the boomerang which leaves an impressive transparent trail as it slices through anything in its path. Graphically speaking Zelda never fails to impress with its very smooth (30 frames-per-second) movement and a disappearing point that stretches for long distances. As far as effects go, Zelda has obviously seen what was done in Final Fantasy 7 because the game features some truly awesome scenes where multi-layered transparent magic effects swirl around the screen. The real-time lighting means that Link and the other characters always have realistic shadows and shading that respond to the particular environment they're in. An example of the level of detail that has gone into the animation is the way that, if you forget to put Link's sword away, he struggles to climb a mountainside with only one arm. Zelda is a strong contender for the game of the year and gamers all over the world (especially RPG fans - who have probably wet their pants by now) will be waiting eagerly for its appearance this November.





TWISTED EDGE

Twisted Edge Snow Boarding is another impressive looking title from the makers of Top Gear Rally (Boss Game Studios). Initially it may look quite similar to IO80 but Twisted Edge has its own unique style. The background graphics are a little smoother and more realistic than IO80's. Unfortunately, the character animations were a little stiff and awkward in comparison. As far as game options go, Twisted Edge goes into overdrive. There are six tracks but, depending on what difficulty you select, certain sections of the track will be closed off and obstacles such as trees and snowslides will cover the tracks on the harder difficulty settings. Twisted Edge also simplifies the controls for performing stunts. Now, instead of the near impossible triple revolutions and button press combo needed to pull off some of IO80's stunts, the controls focus on the four yellow buttons that are each assigned to a particular section of the board. Another bonus is that the game will feature a competition mode where you tackle all the tracks and must race against four other snowboarders to see who is the season's champ. We'll just have to see if this game can live up to the high standard set by IO80 when it arrives later in the year.

PENNY RACERS & DEVIL DICE

THQ, have just announced two new games for the N64. The first, Penny Racers, is a driving game that appears to borrow heavily from the ideas seen in Mario Kart. Up to four players can race in a split screen mode in little penny racer-style cars that can corner very sharply and aren't restricted by normal physics, so expect big jumps and insane powerslides. A great feature that will be included in the final game is the ability to create your own courses. This feature alone could see it become one of the most popular racing games available on the N64 when it's released later this year.

The second title is a puzzle game in the same vein as Wetrrix and Tetrisphere. Devil Dice has you turning over dice on a small 3D field. You must match dice with one another while trying to solve mathematical problems. The game may lack the action of many popular titles but like Wetrrix, the game is highly addictive and is a must for N64 owning puzzle lovers. Look forward to a December release.



HARRIER 2000

Anyone itching to jump into a fighter jet and bomb the crap out of Saddam Hussain will be glad to hear that Paradigm's Harrier 2000 lets you take control of a Jump Jet (the mega cool fighter planes that are capable of stunning vertical take-offs). You keep increasing the throttle until you shoot straight up amidst a storm of exhaust fumes and scorched earth. Harrier 2000 is a serious flight simulation that lets you take total control of the jet (with its full compliment of over 30 different kinds of missiles, bombs, rockets and high-powered machine guns). Like Goldeneye, this game encourages you to plan your missions. If you rush in Rambo-style you can expect to be turned into swiss cheese before you know what's happened. Luckily Paradigm have also catered to action junkies as you can choose either an arcade or a simulation mode of gameplay. The graphics have an astounding realistic look to them. The plane itself looks awesome. The textures are very detailed with realistic shading and light-sourcing. The only bummer is going to be waiting 'till March '99 to see this baby.

RUGRATS

Anyone familiar with the Rugrats television show will welcome this game for the N64 based on the series. Players can control their favourite TV characters including Tommy, Chuckie, Angelica, Phil, and Lil as they go about their crazy adventures. The show, and game, revolves around these young Rugrats, their view on the world and people's behaviour in it. They get lost in their own imaginations and outlook on life and get involved in outlandish adventures that are a laugh-a-minute.

The game includes 20 levels that are based around popular episodes of the TV show and you get to control your Rugrat through the main character's real 3D home. Much like Mario 64, the goal is to fully explore the levels using the three different camera angles at your disposal. Nothing much is known about the game's plot at the moment, except that it's promised to keep the players on the edge of their seats with humorous and creative gameplay.



ROGUE SQUADRON

Ever since we heard that Lucas Arts were making a new Star Wars game we have been anxiously awaiting any news we could get our hands on. Rogue Squadron was in playable form at the E3 and man it looked good. You can control either X-wings or Y-wings in your mission against the Empire and there is no limit to where you can fly. You can fly in any direction and pull off plenty of cool tricks like loop-the-loops in dog fights. As we've already told you, the game is based around Wedge Antillies of Rogue Squadron and you even get to do some of the missions flying in formation with your rebel wingmen. The graphics are looking incredibly detailed and smooth — I just can't describe how cool it looks to be screaming around the Star Wars Universe blowing the crap out of Imperial scum. It's sort of like the first level in Shadows of the Empire except 10 times better. Rogue Squadron features the sharpest and clearest sound I've ever heard from the N64. The level of atmosphere that you get from R2-D2 making his trademark birps while laser fire strafes your butt and the rousing Star Wars music plays in the background is simply unbelievable. This is a game that will have even the most cynical N64 owners soiling his pants in anticipation. The vehicles are excellently detailed and feature moving X-wing formations, super cool textures, and an abundant amount of perspectives, selected by the C buttons. Gamers will shoot with Z, and use A and B to assist in moving and using other weapons.



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PERFECT DARK

The most exciting game shown at the E3 was undoubtedly Rare's stunning follow-up to Goldeneye: 'Perfect Dark'. The game has been coded by the same team and uses an updated version of Goldeneye's graphic engine. The story of Perfect Dark concerns a secret agent named Joanna Dark who is sent on a mission to investigate the mysterious DataDyne Corporation. She discovers that the Corporation is involved in a huge conspiracy designed to cover up the existence of extra-terrestrial beings on Earth. The first mission sees her infiltrating this corporation where she meets both good and bad aliens (some of the tricky aliens will even dress up as humans to confuse you). In one amazing scene Agent Dark must save one of the good aliens by pushing it along on a stretcher, shooting any security personnel that get in her way. The basic gameplay is very similar to Goldeneye. The game is still a first-person shooter but now the objectives are much more difficult and complex and the game features many more gadgets and death animations for the enemies. Mines can now be used to blow away walls and objects so that you can gain access to new areas. The enemy Artificial Intelligence (AI) has been updated so that the baddies now decide if it is better to fight or to run away and they will not enter a room if they know you're ready to blow the crap out of them. The graphics have also been improved significantly. The game now features much more detailed and varied textures, advanced lighting, awesome reflections for water effects and generally more impressive landscapes. Perfect Dark is looking every bit as good as we all dreamed but unfortunately we're going to have to wait until early '99 for the game's release.





Cherry Jeanguenin

cs-Pro1



Felix Arguelles

Kenny Anderson

The best Nintendo games of all time

Now that the N64 has been out over a year, N64 Gamer has decided to hold an annual 'Best games of the year' award. As this is the first time we have held the awards, N64 Gamer has decided to include all the games that have appeared on 'any' Nintendo systems. This includes the N64, Super Nintendo, NES and Gameboy.

The staff of N64 Gamer, who have been playing Nintendo games for most of their sad lives, were asked to voice their opinions on which titles they thought were the best games in all categories available on all Nintendo systems.

We feel that, because of our experience and hard-core status (oh, except steve - he's just a lunatic), our opinions are pretty much what all you N64 gamers would think, so alongside the best game of each genre we have given an explanation for our reasons as to why it's the best of the best.

Best 2D Platform Game - MITHRA DENNEWALD
SUPER GHOULS & GHOSTS - SNES



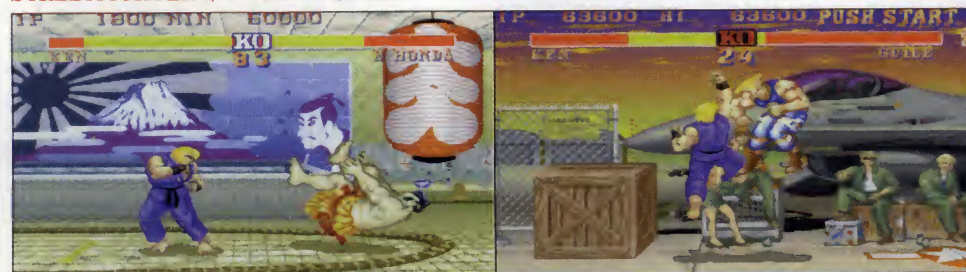
There are some games that just ooze atmosphere and Super Ghouls 'n' Ghosts would have to be near the top of that list. The graphics and sound were truly phenomenal when the game was released and even by today's standards, are still pretty good. The orchestral music used sets the gloomy scene perfectly and the character and background graphics are wonderfully detailed, and in keeping with the overall theme of the game. It's the gameplay that makes this such a gem though, from the very first level you're up against legions of monsters who've all had a really bad day and would just love to take it out on you. Super Ghouls 'n' Ghosts has that magic combination of hard gameplay and smooth responsive character control that lets you truly master the game, an attribute that adds so much to the lastability. We just hope the Capcom get around to releasing the N64 version very soon.

Best 3D Platform Game - STEVE O'LEARY
SUPER MARIO 64 - N64



What else could possibly take out this category... The game is a real landmark in videogames. It doesn't matter if you like Mario or not, Mario 64 was the first console game to truly immerse you within its game environment. Furthermore, the game was so addictive that I was glued to my seat until I finished it with all 120 stars. The amount of thought and effort that must have gone into the construction of the game's worlds is totally mind boggling. After seeing the pirate ship in the third level, and then begin able to swim into it and raise it to the surface, I was totally hooked.. Incredible design, brilliant graphics and totally catchy music are just some of the reasons why this is arguably the best videogame ever.

Best Fighting Game - ROBERT GARCIA
STREETFIGHTER 2 TURBO - SNES



When Streetfighter 2 originally came out on the SNES it became the best game ever - period. It was the closest thing you could get to an arcade game at the time - you'd have to put them side by side to tell the difference - trust me, I did!). The graphics and gameplay were bloody excellent, and the combos, character design and special moves really left other fighting games on the Super Nintendo for dead. I think I spent more time playing SF2 Turbo than I did playing all other games on the SNES combined, and many a war started out with friends over which character was better than which. Heck, Streetfighter became so legendary that people would walk around constantly saying the names of the special moves and even try to practice the moves on their mates at school. The turbo edition saw extra moves and four playable bosses, but I still stuck with Ken, as he was, and is, the baddest Streetfighter ever. Anytime anyone of you hippies out there wants a challenge, just roll up to the N64 Gamer office and I'll be glad to kick your butt... Hadoken!

TOP 10 GAMES - STEVE O'LEARY

1. Mario 64 - N64
2. Mario Kart 64 - N64
3. Streetfighter 2 Turbo - SNES
4. 1080 Snowboarding - N64



5. Goldeneye - N64
6. Zelda 3 - SNES
7. WCW Vs NWO - N64



8. Super Probotector - SNES
9. Super Aleste - SNES
10. Super Ghouls 'N' Ghosts - SNES

TOP 10 GAMES - ROBERT GARCIA

1. Super Streetfighter 2 Turbo - SNES



2. Mortal Kombat 2 - SNES
3. Fighters Destiny - N64
4. Mace - N64



5. Super Punch Out - SNES
6. WCW Vs NWO - N64
7. Goldeneye (only cause you could kill!) - N64
8. Mario Kart 64 - N64
9. Final Fight - SNES
10. Street fighter Alpha - SNES

TOP 10 GAMES - MARK GOWING

1. Mario 64 - N64
2. Yoshi's Island - SNES



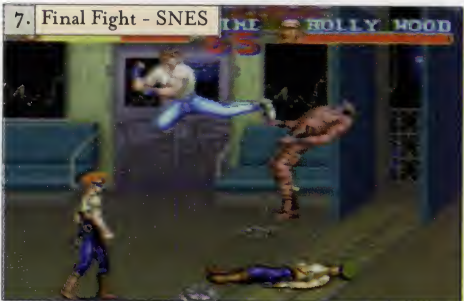
3. Super Metroid - SNES



4. Mario Kart 64 - N64
5. FIFA Soccer '94 - SNES
6. Donkey Kong Country - SNES
7. San Francisco Rush - N64
8. ISS64 - N64
9. Lylat Wars - N64
10. io80 - N64

TOP 10 GAMES - NARAYAN PATTISON

1. Goldeneye - N64
2. Mario 64 - N64
3. Streetfighter 2 Turbo - SNES
4. Mario Kart 64 - N64
5. Super Ghouls 'n' Ghosts - SNES
6. Pilotwings 64 - N64
7. Final Fight - SNES



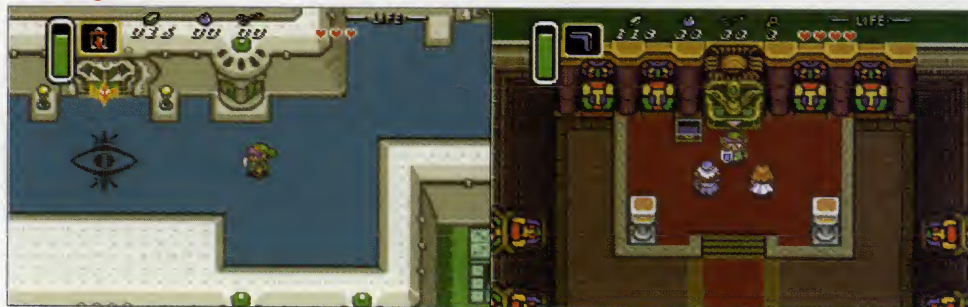
8. Turok - N64



9. Un Squadron - SNES
10. WCW Vs NWO - N64

Best Role Playing Game - STEVE O'LEARY

ZELDA 3 - SNES



This game almost reached the heights of Mario 64, as far as its ability to disrupt people's lives is concerned. The graphics in the game, at the time, were not outstanding, but the gameplay, plot and user friendly control system really made this game a dream to play. I had friends (yes - believe it or not!) that went out and bought the console after seeing Zelda and then locked themselves in their room until they finished the game. Others guys, who I saw occasionally, would be puzzled and really upset just because they didn't know where to find a particular weapon or how to beat an end-of-level boss. Even the sound effects in the game were mesmerising. The whole idea of a little guy who could work his way through a huge world, gaining new weapons and skills and using them to beat harder and harder bosses is excellent. If Nintendo manages to mimic and improve upon the gameplay in the N64 version of Zelda then we will undoubtedly have a game that will topple Goldeneye off its perch as Nintendo's best game ever.

Best Strategy/Puzzle game - ROBERT GARCIA

BLAST CORPS - N64



This game just goes to show what can happen when developers actually try to come up with some new ideas. Blast Corps' design and imaginative story involves game players and pushes you until you finish the entire game. The whole idea in Blast Corps, unlike most strategy and puzzle games, is to crush, kill and destroy. An added bonus is that you get to smash everything in a wide variety of cool vehicles from huge mechanical robots to bulldozers and dump trucks. Total destruction of each city isn't all plain sailing though, as some of the vehicles take a good amount of skill to master. On top of this, the player has to find the best possible combination of vehicles to use to smash a clear path in time to avoid a nuclear disaster. The graphics are excellent as well, with a beautiful close-up view of all the carnage, excellent explosion effects and huge mushroom clouds made of impressive transparency effects whenever skyscrapers are reduced to rubble.

It may have been over a little too early for seasoned smashers, but Blast Corps shows promise for games of this type in the months to come on the N64. Roll on Blast Corps II!

Worst Game Ever - ROBERT GARCIA

DUAL HEROES - N64



I was tempted to do a 'cut and paste' on Steve's review for the game last month, but then I thought that he didn't warn the people strongly enough about the money pit that is Dual Heroes. For \$79.99 you get a cartridge with some memory chips in it and that's about all. What you choose to do with this cartridge is up to you. Whatever you do, just don't put it into your N64. It could make a good door stop, a doggy bone for your little furry friend, a spare brake pad for your father's car, or you could pull it apart to satisfy your curiosity about what's actually inside a game cartridge. If that same curiosity forces you to plug the game into your N64 then you'll be in for one of the ugliest displays of videogame graphics ever...

Best Sports Game - TROY GORMAN

WCW vs. NWO: WORLD TOUR - N64



This game has been awarded "Best Sports Game", not because it is a high quality, realistic simulation of a sport, but because it is just great fun to play. It has all the exhibitionist behavior we love about men who wear tights for a living. With millions of wrestlers to choose from, and billions of moves, it's a game we still haven't tired of. Wrestling one-on-one or tag-team is fun but the battle royal pushes this game up to legendary status. This is the only four player 'beat the crap out each' other game. Character interaction is brilliant. Until this game I believed THQ to be the worst software company in the world but now I take it all back. THQ, I love you.

Best Multiplayer Game - TROY GORMAN

GOLDENEYE - N64



This game currently stands as the best Multiplay video game ever. Some people may believe that Mario Kart 64 is better, but the idea of having a few guys running around popping caps in reach other's asses is awesome and timeless. The fun of having high-power Assault rifles that can blow your head off faster than you could puke on a Playstation game is just damn brilliant. The level layouts are excellent, the choice of weapons enormous. I may have been glued to Mario Kart 64 for a few weeks but I've seen more sunrises thanks to Goldeneye...

Best First-Person Shooting Game - NARAYAN PATTISON

GOLDENEYE - N64



Rare sure knew how to give us exactly what we wanted with this game. Everybody has dreamt of being a secret agent because sneaking around military installations with a silenced pistol capping the patrolling guards in the back of the head is the most fun you can have without getting arrested. Goldeneye simply has everything you could ever want in a game. Interesting mission objectives that really involve you in the game, tough blasting action that will challenge even the hardest gamers, incredibly life-like graphics and easily the most entertaining multiplayer gameplay ever are just a few of its great points. The cheat system in the game is also incredibly cool. If you don't earn them, you don't get them. Goldeneye - it's not a game, it's a way of life.

TOP 10 GAMES - TROY GORMAN

1. Goldeneye - N64

2. Super Mario World - SNES



3. Final Fight - SNES

4. Super Bomberman - SNES



5. Super Mario Bros. 2 - NES

6. WCW Vs NWO - N64

7. Desert Strike - SNES

8. Mario Kart 64 - N64

9. Super Ghouls 'n' Ghosts - SNES

10. Turok - N64

TOP 10 GAMES - MITHRA DENNEWALD

1. Goldeneye - N64

2. Mario64 - N64

3. Mario Kart64 - N64

4. Super Ghouls 'n' Ghosts - SNES

5. Legend of Zelda 3 - SNES

6. The Secret of Mana - SNES



7. Top Gear Rally - N64

8. Quake - N64

9. Forsaken - N64

10. UN Squadron - SNES



Best Game Overall:

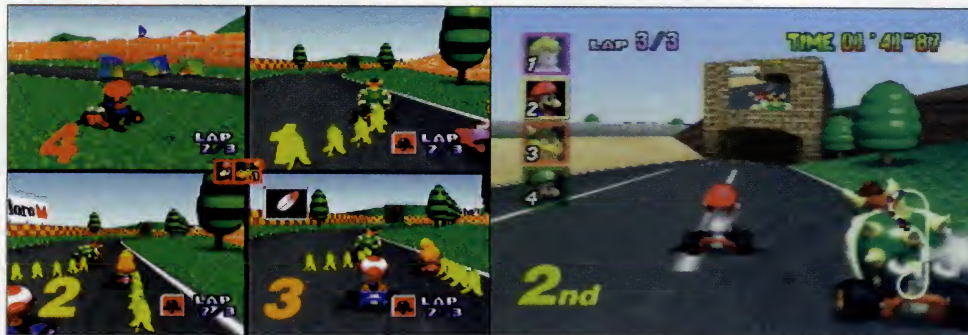
GOLDENEYE - N64



Yes, you guessed it, Goldeneye is the best overall game on all Nintendo systems. It was a close call though, as Mario 64, Super Streetfighter 2 Turbo and Mario Kart were all favourites as well. Well done Rare. Let's hope that Perfect Dark lives up to the expectations of all Nintendo 64 Gamers when it's released next year.

Best Racing Game - NARAYAN PATTISON

MARIO KART - N64



Some people might argue that Mario Kart's not a true racing game, but we wouldn't listen to them because games are about FUN, and Mario Kart provides more fun on four wheels than anything else available. Powersliding around a corner in a serious racer just can't compare to the enjoyment you get by waiting for someone to be stupid enough to overtake you, then firing off a red shell and screaming past them as they are sent bouncing head-over-heels. This game's real strength is definitely its brilliant multiplayer mode. Plug four pads in and you'll be laying bananas, nailing your buddies with turtle shells and laughing your ass off 'till the early hours of the morning.

Most Anticipated Game - NARAYAN PATTISON

ZELDA - OCARINA OF TIME - N64



It was no surprise to find out that the game we're all dying to get our hands on is Nintendo's next masterpiece. After seeing what a phenomenal job they did updating Mario, we can only dream about how good Zelda will be. Especially considering the game is four times as big as Mario and Nintendo have been working on it for over three years now. The playable version I got my hands on at the E3 was so unbelievably good that none of the other people could get a go until two large security guards came and dragged me away...

Most Disappointing Game - STEVE O'LEARY

YOSHI'S STORY - SNES



Well, many may disagree, but the whole N64 Gamer crew expected to see so much in this game, that unfortunately delivered so little. Considering the huge leap in gameplay and graphics that Mario 64 was to Super Mario World on the SNES, Yoshi's Story became so much more of a disappointment due to its shallow gameplay and the real small number of levels in the game. On top of this, the game was hardly challenging at all. What's even worse is that the game's graphics and sound are excellent, which makes you wonder why Nintendo didn't put more time into the gameplay. The release of Yoshi's Story marked a sad day for Nintendo lovers who constantly reminisce about the good old days of 'Super Mario World' on the Super Nintendo.



THAT'S ENTERTAINMENT

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MAX

1080 Snowboarding Playguide

1080 SNOWBOARDING is one of the best games on the N64 because of two main reasons: the realistic physics in its gameplay, and its sensational 3D graphics. You can do some really insane jumps that even daredevils would think twice before performing, and then sit back and watch great replays that take full advantage of the N64's 3D power. The steep learning curve and difficulty of the game mean that you'll have to put in some long hours in order to master the game's courses. Also, great skill is needed to successfully pull off some of the death defying jumps. Probably the best thing about 1080 is the sense of achievement in mastering the game's ultra-realistic controls and then going on to smash the course record times with some incredibly impressive manoeuvres and jumps.

As mentioned, it will take a great deal of time and effort to master 1080 - this is a good thing though, as you get real value for your money from the game.

Due the overly high difficulty level of the game, the controls are the first thing you're going to have to fully come to grips with.

The analogue stick: This controls the movement of your board in the air and on the ground. On the ground you can pull the stick backwards to the left or right to brake or slow your board. This will help you get around corners that are really tight. Also, when you start a race, push forward on the analogue stick to get a boost as soon as the announcer says "Go". You can also use this boost whenever you fall over and stack it on a track to help you get back to top speed as soon as possible.

In the air it's important to master the landing techniques, which involve correct positioning of the board in relation to the ground below you. The angle of the board and the ground must be nearly the same (your board should be a little higher - this is mentioned later in the playguide). It won't take you too long to get to grips with the board, and you should practice riding on the easy track before you aim to tackle the harder tracks otherwise you'll probably end up getting totally frustrated with the game.

Z button:

The Z button has two uses in 1080. Firstly it causes your rider to duck down on their board, making you accelerate faster due to the aero-

dynamic position of the rider. It is only useful UNTIL the rider is at top speed. When this happens, let go of the Z button as when it's depressed you have much less control over your rider as he moves to the left and right much slower than usual. This makes corners much more difficult. The best medium is to keep an eye on the speedo and depress the Z button occasionally, whenever your speed drops below its top limit.

The second function for the Z button is to enable you to land safely from jumps and allow you to ride over rough ground, like snow mounds. As the Z button causes your player to crouch, this softens the impact from landing, or when riding over rough sections of the tracks. The trick is to depress the button the instant before you land and then let go of it again. Do not keep the button depressed all the time because as soon as you hit some rough ground you will fall and stack it. In time you will learn exactly when to depress the Z button in relation to what terrain you are travelling over and you'll find

an easy stretch of snow to safely charge up your jump **[1-2]**. If you see a mound of snow or a rock that is slanted enough to jump off, hold down the jump button a few seconds before you reach the actually mound or rock. Let go of the button just as you are about to board off the mound or rock and you will jump a good distance in the air (plenty of time for you to perform stunts).

Jumping isn't just for stunts



that, like using it for accelerating, you'll be constantly depressing and letting the button go while racing through each course.

Other Hints and tips:

Jumping and landing: Pressing the Jump button will cause your player to launch himself into the air. The longer you press the button the higher your player will jump. Take note that your player will have to crouch while he is actually charging his jump, with a higher jump requiring a longer charge time with the jump button. This will make higher jumps only feasible on areas where you have no obstacles and

though, there are plenty of times when you will have to jump to make it safely across certain types of terrain in the game. At times, your speed and direction will not allow you to avoid obstacles that are around the track (not without a huge loss of speed though). In these instances use the jump button to safely launch yourself over that obstacle so you can continue the race with minimal speed loss **[3-4]**.

One of the most important things to remember, especially when you get into the later courses and become quite skilled at normal board riding, is that nearly all surfaces can be boarded over. In many occasions you will be



Riders

There are quite a few riders to choose from in 1080, but like most racing games, only a few are actually useful if you intend to set any records and beat the game. For the single player match race the recommended rider is Kensuke

Kimachi. He is an all-round balanced rider that has no real weakness that will cause him to fall behind on any sections of the tracks. He's



only real downfall is that he is not as balanced on the board as Rob Haywood. He does have slightly more power than Rob, so advance players who can get around his shortfalls in balance (he is a tad harder to manoeuvre around the course and is slightly more prone to falling over) are best advised to use him.

For beginners it's best to use Rob Haywood. He has slightly better handling characteristics and is a very good all-round rider.



For the stunts section you're best choice is Ricky Winterborn if you are a beginner. He is good at jumping and has a better chance of recovery from a bad landing than all of the other riders. You'd think that because of his jumping ability that he would be the best rider for the Half-pipe?



This isn't so. Dion Blaster, because of his immense speed abilities, is able to get up really, really high on the Half-Pipe, and this height



gives you plenty of time to do the harder stunts like the 1080. You might like to choose him in simpler courses like Crystal Lake and Crystal Peak to try and set record times as they don't have that many jumps so Dion should be able to fly through them.

presented with a tight right or left hand corner. Instead of going around the corner, the fastest way to go would be over the top of the rock or snow mounds on the corner's side. In these cases you will have to jump quickly and position the board so that it is parallel to the surface on the mound or rock itself [5-6]. Also, it's possible to jump onto buildings, cars and anything else that stands in your way across the course. Often it may cost you a second or two in the single player match race but it looks so cool it's all worth it in the end.

Jumps though, are best kept to a minimum in the match races, as the higher they are the longer it will take you to drop back to earth and the more seconds slip by on your course time.

Landing your board successfully after a jump is one of the most difficult things to master in 1080. To successfully land you must do two things: press the Z button at the instant before your board touches the ground, and have your board parallel to the ground when it touches the ground. On downward slopes this means that you must have your board tilting slightly forward and on uphill slopes you must have your board tilting backwards. The best way to do downhill landings, which you'll be doing the majority of the time is the following way:

1. Launch yourself off a platform or cliff [7]
2. Tilt the board slightly downwards in the middle of the jump [8]
3. Pull the board up just as you are about to land and hit the Z button the instant before you land. (Make sure to tap the Z button, and not to hold it)
4. Depress the Z button again after you land safely to quickly accelerate back to your top speed.

This way you're sure to regain maximum speed as quickly as possible without any problems. Landing is something that will take you a long while to master though. It's like riding a bike - it's something that you must develop a feel for and something that can't be fully explained in a bike riding manual. You will fall a great many times before you become competent at landing from jumps in 1080 - just like it would do in real snowboarding on real hills. This is the beauty of 1080, and as such the game is highly rewarding for people who put in the time and effort.

Likewise, the corner jumps that shave the seconds off your time are some of the most difficult jumps in the game. But then again, they are the most rewarding jumps in the game to perform successfully. Learn the possible 'shortcuts' through tight corners in the game's tracks and practice jumping off walls that you would normally slam straight into. Just because you're presented with a 'dead end' situation where you would normally slam into a wall or object doesn't mean that you actually have to. For

example: there's a shortcut on the Dragon Cave track that allows you to dive off a cliff at the beginning of the course and board down the side of a cliff. At the base of the cliff you are faced with a situation where the ground at the base of the cliff is almost perpendicular to the cliff itself (like at an 90 degree angle). Normally you would just smash head-first into the ground - but you can quickly jump just before the base of the cliff and adjust your board so that it is parallel to the ground at the base of the cliff and then land safely (using the Z button to cushion the impact). It's an awesome stunt that you'll find you can mimic at various places around each of 1080's courses. [9-11]

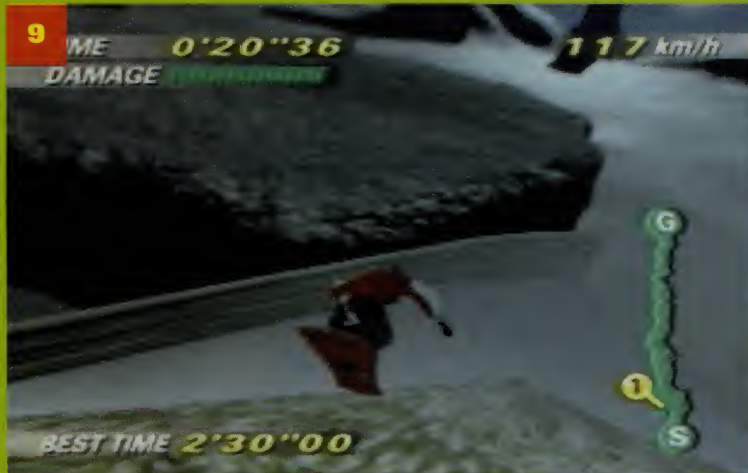
Stunts



There aren't that many hints or tips that you can use for the Stunts course, other than using Dion as he is able to get great height in the pipe. The moves don't have to be performed instantly after one another (in the case of large moves like the 1080), so the added height Dion gives you will allow plenty of time for you to enter all of the joystick and button commands. Remember that you can rotate the analogue pad very quickly, and that you don't need to make huge circles with the analogue pad to register a 360 degree movement. Small circles can be performed on the pad that will still register and allow you to perform the circle much quicker. [12]

Slalom Events

What can we say - this is very hard to say the least. Remember that you don't have to get all of the slaloms to proceed through the course,



as some of them are almost impossible to get consecutively. Try and remember which ones just aren't possible to get (as going out of your way to get them will often cost you more time than the two seconds they actually give you) and set out a pattern of slaloms to pick up for each course. **[13-16]**

Shortcuts:

CRYSTAL LAKE

The first track is basically straight forward so it's good for beginners to use to get to grips with the handling of the board. Avoid the first two snow mounds that you'd usually use for jumping as the jumps will only slow you down **[17]**. Take the large jump and head off to the right as soon as you land **[18]**. Ahead you'll see a snow cabin with a porch, which you can board over to find a hidden shortcut **[19-20]**. This shortcut is long and straight, unlike the curvey path off to the left that is sure to waste valuable time as you slow to take its sharp corners. Taking this shortcut will shave a few seconds off your time. The rest of the course is plain sailing, and it's recommended that you avoid the jumps near the end of the track as they only slow you down **[21]**. There are two snow mounds near the finish line that can be quickly jumped without any speed loss.

Cool Tricks

1. Try jumping over the first snow cabin you see after the cliff jump near the start of the track. After the drop off, veer off to your left and take the jump. Don't forget to charge that jump button, as you'll need a maximum jump to actually clear the cabin. This can also be used as a shortcut as it saves time. **[22]**

CRYSTAL PEAK

Start off by avoiding any snow mounds and make your way to the left side of the track. You'll see some ramps, but just stick to the left side of them and continue on. On the left side you will come across another ramp, this time on your side of the track. Go across it and jump down **[23]** and continue on through a half pipe. In here you should be able to maintain maximum speed as the corners aren't that sharp **[24]**. Next you'll come to an intersection with two possible paths. The one to the left is covered in ice, so it is the quicker of the two. It does have a sharp right turn in it which is quite hard to navigate successfully, so it's better for beginners to take the right turn **[25]**. As soon as you come out of this section, stick as close to the right wall as you can, as you'll appear on some slanted ground. You'll need to get over to the right as quickly as possible so you can

straighten up and use the Z button to attain maximum speed again. Now you'll come to a patch of snow mounds. Again stick to the right side and jump over the first snow mound that is the furthest to the right of the track. If you jump high enough you'll get over most of the mounds, reducing your chances of crashing greatly **[26]**. Continue on here and you'll come across the same jumps and snow mounds you saw in the first track and you'll eventually cross the finish line.

GOLDEN FOREST

This track marks the beginning of the difficult courses in 1080 and will separate the beginners from the experts very quickly.

The first section has a nice downhill run until you come to a fork in the course. The path off to the right is quite easy, with a few corners that you can either slow down for, or jump over the corner's tops **[27]**. This path is recommended for beginners. The path to the left is quite difficult on the other hand. When approaching it, stick to the right of the track, then cross over at the last second to jump over the mound of snow between the trees **[28]** (This way you're less likely to hit the tree branches as you jump). Your goal is to land on the ledge above the track, as to avoid the powdered snow **[29]**. From here board safely down and continue up the narrow path. Line yourself up so that you can do a quick jump across the log without hitting the wall on the other side of the log when you land **[30-31]**. Taking this path to the left will shave at least two seconds off the best time possible on the right path. In the next section, after the two paths, you'll encounter another log that should be quickly jumped over. You'll come to another fork in the road where you should take the right path. Here there are some more opportunities to jump over corners and cut lap times **[32]**. Next you'll come to a large opening with a iced-over river on it. The best and fastest path to take is directly ahead. Jump between the two trees in the centre of the snow mound directly ahead (don't use the jump button - it will launch you too high) **[33]**. From here go on the left side of the log, then underneath it and along the iced-over river. More sharp corners await you here, with the last one being one of the hardest to navigate at high speeds. Jumping up onto the corner's shoulder is the best way to tackle the corner **[34]**, as it doesn't call for you to slow down at all. This is a good way to catch the CPU board rider if he is ahead of you at this point.

Cool Tricks

1. At the second fork in the track, just after the powdered snow, you can actually jump over the island that makes the fork in the

track. You need to be at top speed, and it helps if you are using a rider with good jumping skills (Ricky Winterborn). Hold the jump button for a good 3 second count to make sure you jump high enough to get up onto the island itself. If you do it properly you should be able to get across the whole island, avoiding the corners altogether. **[35-37]**

2. In the last section of the track there are two small drops that are sometimes easy to stuff up while trying to performing a proper landing (it even happens to the best of us!). The first one has a rock in the middle of the track that you can leap off. Go through the powdered snow to the right of the rock and you'll avoid the jump altogether. Contrary to popular opinion, powdered snow doesn't slow you down, and seeing that this shortcut is in a straight line, it will save you some time (and the humiliation if you fall!). **[38-40]**

3. Another shortcut for skilled players exits where the snow island sits on the other side of the iced river. Hit the snow bank on its far right side and then jump onto the huge rock off to your right. You'll have to land on the ice bed next (which is quite hard), so practice makes perfect! **[41-42]**

Mountain Village.

Start this course boarding down pretty much in a straight line to keep a top speed until you come to the end of the rock outcrops on either side of the track **[43]**. Now head off to the left and you'll come across an iced area that allows you to board really fast **[44]**. Stick to the right side of this small path and you should soon be able to see the outline of a small cabin-type bridge. Head for this and use it to jump over the mounds of snow at the bottom of the hill **[45]**. You should get over most of the snow mounds, so just jump the one or two left. Continue on, sticking to the right side of the path ahead. You'll have to take a sharp turn which will leave you straight in front of a large rock. Just board over it (don't use the jump button) **[46]**. Next you'll come to a snow tunnel, in which you should take the first right you get to **[47]**. Take a left at the next fork you come to while trying to find the best possible racing line so that you don't hit the wall's sides and slow down in the tunnel. Now you'll come to a huge jump that will surely test your landing skills. Just use the previously mentioned method of pushing your board nose downwards and then pulling it up at the last second to land safely here **[48]**. You'll now be in a large open area at the start of the mountain village itself. Jump, or avoid, the two barriers while



keeping to the left. You should see a road barrier ahead on a lower section of the track, so head for the point where you can see an opening in the barrier. Jump down here and continue on downhill [49]. Keep going downhill here, sticking to the left of all the lodges and structures (4!). Do everything you can to avoid all of the barriers and obstacles but keep in a straight line as much as possible [50]. Continue on between the house and the cars [51] and make your way down to the finish line while avoiding the gutters on the side of the road.

Cool Tricks

1. About half way through the course on the right hand side are a set of snow cabins that you can jump from rooftop to rooftop on. Make sure you hit the jump button to launch yourself from one to the next, and if you manage to pull it off at high speed be sure to look at all the action in the replay.

2. Just after you get off the gravel road there's a huge pile of snow that you can use to jump onto a nearby rooftop. It isn't a shortcut and you can't go anywhere afterwards, but it looks cool nonetheless. There are many of these 'single' jumps in this course and they're all pretty easy to find. [52-53]

Dragon Cave

The first shortcut on this track will save you some major time, but it takes a fair bit of skill to perfect. Start off by keeping to the right side of the track and then taking the left corner really sharply otherwise you'll probably crash. Continue on down the track and head for the neon sign at the next corner. Aim to jump off the edge between the neon sign and the fence rail [54]. You should be at your top speed and you should charge the strongest jump you can by holding down the jump button for a good 2 seconds before you hit the edge of the track. Complete the jump by first hitting the side of the cliff (press Z button just before point of impact) and then jumping quickly off the cliff and landing on the ground perpendicular to the cliff. Continue on here, sticking to the left and go under the rope bridge, which is off to the left, as well. Keep going along here and under the alcove [55], and keep sticking to the left of the path. Next you'll come to various rock platforms which you'll need to jump. Charge the jump button for a second for each platform and keep sticking to the left wall as you go along [56]. Again, stick to your left as you make your way down the hill ahead and navigate around the rocks ahead as well. Next you'll come across a rope bridge [57]. Cross

it and you'll come to another of those huge jumps that you often just can't seem to get right. Continue on here and cut some more corners again to save more time [58]. Now head for another of those cabin-type bridges [59]. This will lead to a pole that you can board across. Don't worry, for some funny reason you can't fall off the pipe while are on it [60]. Now do another huge jump and cross the finish line to get a great time.

Cool Tricks

1. At the start of the course, jump up off the left side of the course just after the last orange girder. Keep heading off to the left and look for an opening in the fence that's ahead of you. Aim for the very left of this opening and you will land down on the track below, where you can take another dive of the cliff that's already been mentioned. Both these shortcuts combined are an awesome feat to watch in the replays. [61-63]

2. There are a number of different routes through this course, with some being a lot more interesting than others. If you don't take a dive off the cliff at the top and you make your way across the rope bridge, and you take every possible left you can when you come to forks in the path, then you'll come to a tunnel. You'll have to jump over a small gap to get into the tunnel, and once inside, again stick to the left and it will take you a fair distance down the course. [64]

3. One last jump toward the end of the course, after you come off the rope bridge, allows you to jump off a mound of snow. It can save you some time as you don't go around the corner, but it's a little trick to line up the jump properly. [65].

Deadly Fall

This is undoubtedly the hardest course in the game, mostly because they are just so many paths to take and you have to race against the hardest CPU opponent in the match race.

Listed here is arguably the quickest way to the bottom of the mountain, as it is basically a straight line. Unfortunately, it involves quite a few really dangerous jumps that will often leave you swearing at your N64 in frustration due to their difficulty.

Anyway, start off by going straight ahead. You will encounter some small snow mounds, and you should jump the first one to hopefully clear most of them (they can often stuff you up in a race). Ahead you will see a large rock with a snow mound on the side of it. Head for the snow mound and use it to jump on the left side of the plateau in front of

the snow mound. Make your way around the huge rock in front of you on this plateau and then head off to the right where you will see a white platform which you should ride on. Continue along this platform and jump of its end (with practice you will come to know how long the platform is, and exactly when you should charge the jump button so to attain maximum height in your jump). You should land on a cliff edge (use your shadow to judge how close you are to the ground and hit the Z button accordingly) [66]. Jump again immediately after you hit the ground to get more clearance as you fly off the cliff. This next jump is a big one, so point your board downwards and pull it up at the last second (use your shadow again) while hitting the Z button. After landing you will have to do another small jump (or just free-fall of the edge) to another lower platform, and head for the right side of the Igloo-type building ahead [67]. Head around the side of the Igloo (so it's on your left) but stick close to it as you don't want to fall in the iced half pipe on your right. Once you've gone past the igloo head for the ridge ahead of you and aim to jump off at a high point on it [68]. You will just be moving when you get over it (assuming you were at top speed when you approached the ridge), so point the board downwards and get ready to board onto the surface below. You should be on the left side of a huge vertical rock (if not then you were not high enough on the ridge) [69]. Land and head for yet another smaller ridge and jump of it [70-71]. Continue on and head between the two huge plantations of pine trees, while sticking to the right bunch of tree's closely [72]. Continue onwards until you enter a clearing with three huge rock pillars. Here you should try and slow a little as you need to manoeuvre between the middle and right pillars (it's very tricky at top speed) [73]. In between the pillars is a rock platform which you should ride on to launch yourself a huge distance towards the finish line [74]. From here it's just a straight dash to the finish.

Cool Tricks

There are so many different variations to take on the last course that it would take a great amount of page space to list them all. Besides, by the time you get to this course you will no doubt have more fun finding them yourself rather than having someone else tell you. That's one of the most appealing things about snowboarding - you can pretty much board over anything that gets in your way and the last track is easily one of the most enjoyable tracks ever seen in a videogame.



Forsaken Playguide PART TWO

LEVEL 4 - KILL THE HEAD

In this mission you have to seek out and destroy Metatank and then dash back to the start of the level. Quickly dispose of the Suppressor and Fodder, then grab the Power Pod and Orbital Pulsar. Take the small tunnel to the left and take another left into a small room - hit the switch inside. Then continue along and hit the switch [11] in the next room (watch out for the beam turret). Take a dive into the little pool of water and you'll come up in Cooling Pool 1 [12]. Dive into the large pool of water in the middle of the room and continue along until the end of the tunnel and you'll find a small room where you can kill a couple of Shades and collect the power-ups. Dive back in and go up the middle tunnel, you'll surface in the Flight Deck room [13]. Pick up the power pod (watch out for the Beam Turret), take a left into the small passage and grab the Shield. Now go back to the Flight Deck and take the other path. Inside you'll come across some pretty serious enemies so fire everything you've got against the Shades, Legz and Missile Turret. Grab the Purge Mine and make your way slowly down to the Tank Trap [14]. When you're almost there take the first Snub Bot off to your left (There's some Weapon Energy behind him). Backtrack a little and take out the Snub Bot and the two Pulse Turrets. Take the centre of the three tunnels, kill the Snub Bot, pick up the Scatter, hit the switch and make your way back to the Tank Trap. A door will open up in the floor. Go through this, nail all the baddies and collect the goodies (flick the switch you find and go back to the Tank Trap). The large door opposite the three tunnels will now be open. Kill the Shade inside and collect the power-ups. Now take the right one of the three tunnels and fill the Legz, Airmobile and Fodder full of holes. Flip the switch at the end of the character and head back towards the Tank Trap. About half way along the corridor you will find a small passage way that leads to the Cluster [15]. Go inside, grab the MFRL and head back to the Tank Trap. Now take the left of the three tunnels and destroy anything in your way. You'll come to a room with a switch in it. Hit this and go through the door, take out the baddie straight ahead. Just to the left of him on the wall is a secret passage that is triggered by pushing the wall. Fly into the room and grab the supplies, but don't fly into the alcoves because there are a couple of nasty Turrets in them. Go back into the large room and circle around the Metatank, pounding him until he's dead. Now get the Trojax from the ceiling. At the other end of this room is a switch that you must hit. Then open a panel to the right of it by touching the wall and head inside and grab the

Quantum Mines. Now all you have to do is make it back to the start of the level. Lots of enemies will have appeared so just do the bolt back through the Tank Trap and the Flight Deck, only killing stuff that gets in your way.

LEVEL 5 - MANMEK

The aim of this mission is to penetrate deep into the enemy installation and activate a homing beacon to alert your troops. Immediately head up and grab the Power Pod from the top of The Dome [16]. Now kill the two Shades. Edge down the ramp, killing the first Mec Ton you see and quickly fly into the little passage on the left wall. Be careful because there is a Beam Turret inside. After you've taken out the turret go round the corner then quickly shoot the door open [17] and rush inside. If you stay in the middle of the room the two turrets won't be able to get you. After the door closes you can pick up all the power-ups and use rebounding Transpulse shots to splatter them. Go back out and head up the tunnel (past the big room with the tanks in it) and get ready for another Turret up the top. Grab the Titan (save it) and the Orbital Pulsar around to the right and take out another Turret. Just near the Turret should be a passage down to the room with the tanks in it where you can use the Transpulse to nail them from safety. As soon as they're dead the Manmek [18] will come out of the double doors. You have to fly past him into this new area and collect all the power-ups inside. Now wait for him to come to you and hit him with the Titan Missile and then use rebounding Transpulse fire to keep pounding him without being in his direct line of fire (remember that a transpulse shot homes in on the enemy after it hits a wall). Stay near the round room with the power-ups inside because the beacon will appear hear when Manmek is nearly dead. Activate it by touching it. Now you have to survive for one minute against the Manmek and a whole bunch of new enemies before your guys can get a lock on the beacon and beam you out.

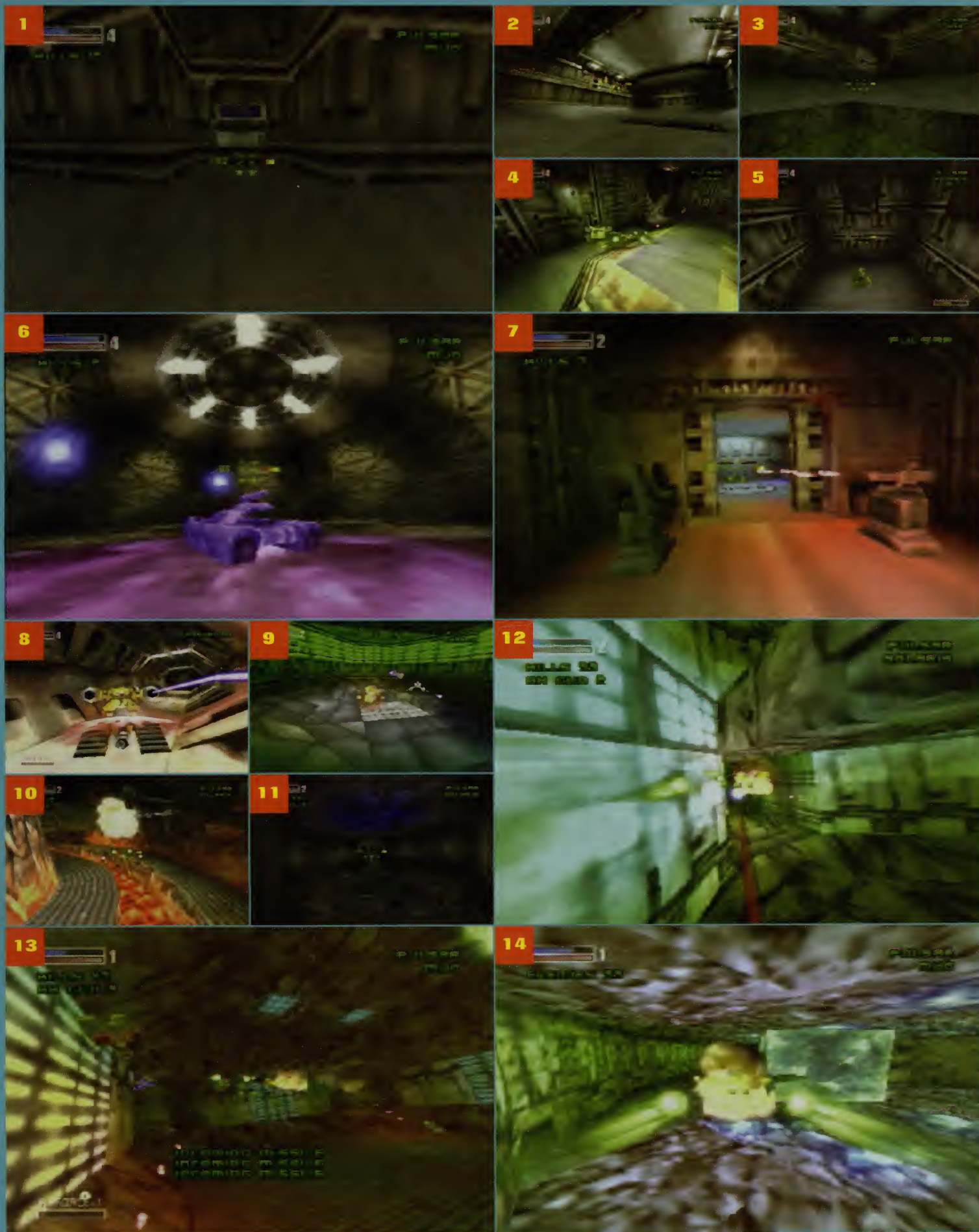
LEVEL 6 - FOUR UNEASY PIECES

Your objective is to collect the four components of the Black-Hole Gun that your side needs to win the war. Getting these pieces is not simple because they only appear after you've killed enough enemies to earn them. The first thing you have to do is make your way up the ramp to the right. You'll find a Power Pod just above the door at the end of the ramp. Keep circling around this loop shaped area killing everything in sight (grab any weapons they drop - you should get a couple of Orbital Pulsars, another Power Pod, a Solaris and a MFRL. Once you've

cleared this area out go back to the first room and go into the Chamber 1 [19] which is underneath. After killing all the guys in hear (you should get an Orbital Pulsar) head back through the loop area into an outer area [110]. After circling around this area killing everything your kill counter should reach 20 (if it hasn't, then keep searching around until you find the last baddies). Now you can go back to the first room and grab the first gun piece which should have appeared [111]. Head down into Chamber 1 and go through the door into Chamber 2. There will be ten enemies inside which (when splattered) should raise your kill counter to 30. There should be some Weapon Energy left behind by a Tank and the next gun component should appear in the middle of the room. Grab it and go through the doors at the bottom into Chamber 3 [112]. The rest of the level is underwater so be prepared to lose a lot of manoeuvrability. Blow away everything in this main chamber then fly around the curved tunnel and clear out the room at the end. Go back into Chamber three and dive off into the U-bend clearing out everybody inside. This should bring your kills up to 40 so you can grab the next part of the gun from the middle of Chamber 3. This will open a large door leading to the Tank [113]. Go in and prepare to fight Aqua Force 1. Circle around him, shooting his ass and dodging his missiles (also watch out for the Turrets on the walls around the room. After he bites the dust the fourth piece of the gun will materialise and it's mission complete.

LEVEL 7 - THE TEMPLE

The aim of this level is as simple as it gets: blow the crap out of anything that moves. Clearing out all the baddies in this level is a bit trickier than Nuke because some enemies won't be there at first, they only spawn later so wait around and take your time, don't rush madly through the level. As soon as you appear turn around and grab the Mugs behind you, then head along, blast the Shades and head down and grab Power Pod. From hear you can fly into the Moon Hall [114]. Clear out anything inside and then head around to the back of the room and take out the Beam Turret. Now grab the Titan Missile from the little passage. Underneath the Turret there should be a passage that will drop you into the Sun Hall. Once inside fly around the outside area of the bottom of the room taking out all the Laz Bots. Now get ready for a whole bunch of Suppressors to materialise in the middle of the room. Sending a little hello with the Titan Missile may be a smart move. Around the side of the room you will find a small passage way up to Moon Hall. Take a look around in the passage and you'll find a Solaris.



Head back down to the Sun Hall and take a passage leading off to the side of the room **[15]** (be prepared for a Hunter). There should be a column right in front of you. Behind it will be a Suss-Gun and inside the room will be a Orbital Pulsar. Go back to the column and head directly up a passage above the column. In the section above you'll find a Power Pod and some Weapon Energy. Go to the end of the corridor, destroying the beam turrets and then drop down into the Crystal Room **[16]** (You should have grabbed the trojax on the way). Make short work of the Snub Bots and the Hunter then head up into the passageways at the back corners of the room. Take out all the baddies you can find in these passageways then head back to the Crystal Room where some Levi Tanks should have spawned. Now go back into the passageways and kill all the Suppressors lurking around. This should be the last of the baddies and you should have completed the mission - if not then keep searching around until you find the tricky little buggers that you missed.

LEVEL 8 - DREADNOUGHT

This is another Boss level in which you have to blast some smaller baddies, weaken the boss and activate the homing beacon. As soon as you appear a bunch of laser bolts will be screaming towards you so quickly doge off to the left into a little tunnel. Inside you'll find some power-ups. Turn around and cross the passageway into another bunch of power-ups. Continue along until you come across the Dreadnought **[17]** (don't worry he won't attack you yet). Fly out into the room and collect the two Power Pods against the back wall, then blow the crap out of the four laser cannons. This will release the Dreadnought and he'll be vulnerable as he turns around so take this opportunity to blast the crap out of this sitting duck. Now quickly grab the Golden Power Pod and the MFRL from the other side of the room and follow him out onto the race track. Take out the Snub Bot and head off to the right. You should catch up to him pretty quick. Now follow behind him strafing his butt with your rockets and Transpulse laser **[18]**. Any shots that don't hit him directly will rebound off the walls and make sure you stick close to the inner wall so that all the mines he's dropping don't blow you into messy chunks. You should collect a Titan Missile that's lying on the track and use it to do mega damage (make sure you're not too close or you'll end up as a smear on the wall). Avoid using the Gravgon against him because it has no effect. Never ever wait for the Dreadnought to come around the track and take him out from the front because you won't last 5 seconds before you're cut to pieces by his powerful weapons (it's much, much safer taking him from behind). Pretty soon he will be severely damaged and you should look for the homing Beacon in a little alcove off to

the side of the track **[19]**. The safest way to do this is touch the Beacon then stay in the little alcove blasting anything that comes close (going around the track means you have to face a whole host of nasty enemies). Pretty soon the minute will be up and it's that good old 'mission complete' feeling again.

LEVEL 9 - TUBE

This is another mission in which you have to kill anything with a pulse but you also have to contend with a boss at the end (and there's only one shield power-up in the whole level). At the start of the level put it into reverse and collect the Power Pod from inside the little tunnel, then go out into the main room and shoot all the Shades. Now fly up out of the water and collect the Suss-Gun (but don't use it yet) and wait for the Hunters and Suppressors to appear **[20]**. After killing them collect the shield power-up from inside the same tunnel as the Power Pod only if you have less than half your shields, otherwise save it for later (but don't forget about it because you'll definitely need it). Make your way through the little passage down the bottom of the room and face your left and get ready to start strafing as you come out because there is a Laz Bot waiting for you. After taking him out switch to the Suss-Gun and kill all the guys behind him, then grab the Orbital Pulsar. Now switch back to the Pulsar for the Snub bot that appears on the Train tracks. The Pulsar is a much better weapon to use than the Suss-Gun so try to be careful with it and not waste shots because otherwise, it will run out quickly and you will have no chance. Also, your missiles should be used as well as your laser fire against things like hunters to kill them quickly. Now continue along the passage and take care of the Levi tanks and the Snub Bot up ahead. As soon as you've killed them turn around and kill the Two Hunters that will just have materialised behind you. After killing them turn around again and kill the Swarms that will be coming out of some small tunnels above where the tanks were. Now head up into these tunnels and get the Solaris **[21]**. Continue along and take out the tanks ahead then duck into some little passageways on your left. Grab the Beam laser inside and use it to fry anyone left. You should be right near the end of the tunnel and some Hunters and Swarms will appear, kill them and get ready for the Beam Turret that is around the corner on your left. Kill him and collect the Weapon Energy just before him near the ceiling. Now wait for two Mec Tons to slowly come around the corner and cut them to pieces with your Beam Laser before they can get a bead on you. Continue along and after a couple of metres you will find a 'fly-over' passage in the ceiling. Enter this and collect the Mugs and the Power Pod inside, then wait at the

end for a Snub Bot to appear and toast him. Now head back over the 'fly-over' and take a left and collect the Suss-Gun ammo. You'll emerge in another large tunnel, strafe in and out to take out the Snub Bot further down. Continue along and take out the four Hunters, then turn around and take out the Swarms pouring out of the passageway on the left. Now, continue along to the end of the tunnel and take out the beam tunnel at the end (this should leave your enemies counter at '3' - if it isn't go back through the level and kill any enemies you've missed. Now turn around and head back down the tunnel and off into the little passageways off to the left. Cautiously edge your way into the corner of the room, taking out the two Mec Tons and dodging back out to avoid their fire. Now the Spawn Carrier will come after you. Draw him out of the large room and wait at each corner to hit him a couple of times before moving around the next corner because he's a sitting duck in these small corridors. This will lead him out into the tunnel where you should finish him off with everything you've got from a distance of about 30 metres. This will finish the level.

LEVEL 10 - DEATH TO THE INVADER

The aim of this level is to defend your central computer from the waves of enemies attacking it. Enemies will continue materialise around the level, so as well as following these instructions, kill any you see immediately because they will attack the computer and destroy it. Head straight up and collect the Solaris and Pine mines, then head back down and drop a Pine Mine in front of computer panels: 1 **[22]**; 2 **[23]**; 3 **[24]**. Place these mines in the centre of each room and they will destroy any enemies nearby for you. Head off down the tunnel opposite the #1 computer panel and strafe around taking out the four Pulse Turrets inside. Now take a right and pick up the Orbital Pulsar from the little alcove, then continue along until you come to the maze **[25]**. Collect the Beam Laser, the MFRL and destroy any Tanks you find., then return to the computer. Descend the tunnel in front of the #3 computer panel. Grab the Power Pod, Shield and Orbital Pulsar that you find in this area then head back to the computer. Go through the passage way opposite the #2 computer panel and get the Weapon Energy inside. Now this is where the level gets annoying because you have to keep searching around all the area destroying any enemies you find. Remember to stay close to the computer most of the time because the Pine Mines will blow up after a while and you can't afford to leave the computer undefended for long. Once you've killed all the enemies then Nutta will appear. Make sure you kill the Hunters that are protecting him first then Take him out man to man to end the level.



Have you got any old carts sitting around doing nothing? If so, send your details, along with the name of the carts you have, to the N64 Gamer Trader page. You can sell or trade them and then use the cash to go out and get more great N64 Gamers. Also, if you are looking for some cheap carts to pick up, this is the place to be!

N64 Trader Page
N64 GAMER MAGAZINE
78 Renwick st
Redfern NSW, 2016

NEW SOUTH WALES

Yoshi's Story Swap for any N64 game considered. Gene 0413740768 Sydney area

Mortal Kombat Mythologies

\$60 - or swap for Fighters Destiny, Diddy Kong Racing, Wayne Gretzky's Hockey or NBA in the Zone. Ali (02) 91509023 (after 4pm), Sydeny.

Wave Race \$60 Nagano Winter Olympics \$60. Willing to swap for any good games. Sam Norman (02) 9417 5554 Sydney area

Duke Nuken 64 \$70 or will swap for Fighters Destiny, WCW, San Fran Rush, Pilotwings or any other game. David Sillince (02) 96883159 Toongabbie

Wave Race 64 \$70. Walling to trade. Wanted games: WCW, Wayne Gretzky's San Francisco Rush. Dougie (02) 43696172 Central Coast

Yoshi's Story wanted to swap for Mario Kart 64. Ben Scobie (02) 99674961 Northbridge, Sydney

Nagano Winter Olympics Will swap for any other N64 game.

Mike (02)94524392 Sydney area
Killer Instinct and Mario Kart 64 wanted to swap for WCW Vs NWO. Tyson (02) 49594097

J-League Perfect Striker

(Jap) \$49, Wonder Project J-2 (Jap) \$39, NBA Hangtime (US) \$49, Converter (to play NTSC games on PAL system) \$39 or all for \$150 Also wanted Final Fantasy games on Gameboy (must be in English, will pay good money) Addy (02) 99052415

Crusin USA

\$45. Shane (02) 96294621

Wave Race \$40, Killer Instinct \$40, Turok \$50, Top Gear Rally \$50 all with instructions and boxes. Donny (02) 9799 7916 or 0411846047 Sydney area

Lylat Wars

will swap or sell. Name the price or game. Daniel (02) 69229290 Wagga Wagga

WCW Vs NWO, Mario 64, Wave Race, Fifa 64 Will swap any fro

Fighters destiny or Mace. Jack (02) 97599172

Wayne Gretzky's 3D Hockey \$50. Michael (02)99874324

Duke Nukem 64 Willing to trade for Quake 64, Turok, Shadows of the Empire or Yoshi's Story. Anthony (02)4945 3366

Shadows of the Empire wanted to swap for: DK Racing.

Quake, Yoshi's Story, WCW or Nagano Winter Olympics. Luke Harvey (49) 842062 Shoal Bay

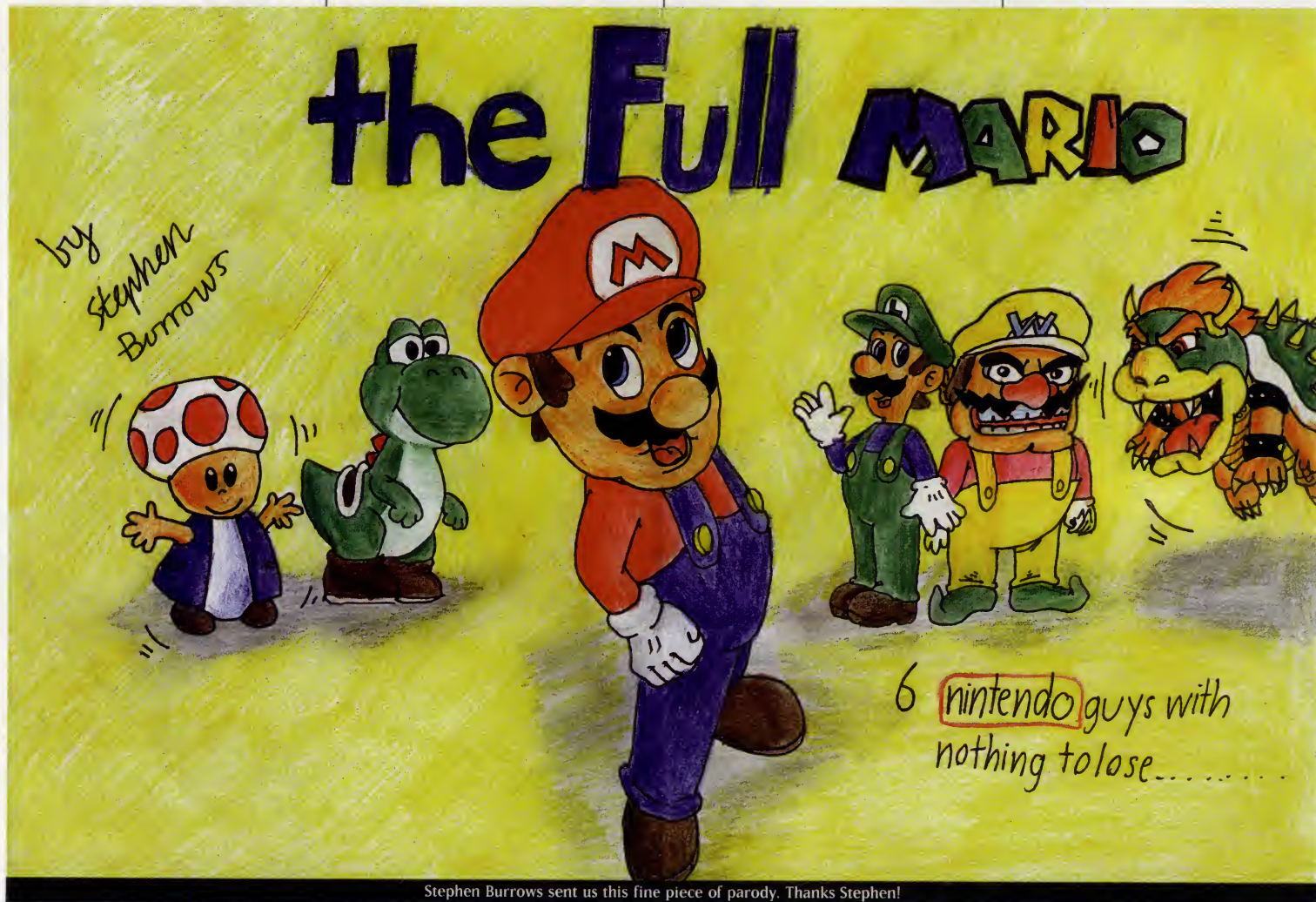
Turok \$45 or swap for Yoshi's Story, Quake or Mario Kart 64.

Ryan Cain (02) 49714481 Swansea

Mario Kart 64 \$65, Doom 64 \$60, Nagano Winter Olympics \$75 Will trade all games. All in box, new condition. Nigel (02) 9326 2393

Nagano Winter Olympics

\$75, Diddy Kong Racing \$60, Blast Corps \$40, Lamborghini \$70, NBA Hangtime \$70, Lylat Wars \$60, Mario Kart \$75 - will swap for good games - also interested in buying games. Dean (02)



Stephen Burrows sent us this fine piece of parody. Thanks Stephen!

65671570 Mungay Creek.

Pilotwings 64 \$45, Mario 64 \$60, Fifa 64 \$60. Mathew (02) 9899 1801 Sydney area

Goldeneye \$60, Fifa: Road to the World Cup '98 \$75, San Francisco Rush \$85 Aura Interactor \$55, 123 Page Mem Pak \$20. Daniel (02) 9585 9201

Mad Catz steering Wheel + foot pedals \$120 or will swap for 2 games. Dean Narris (02) 65671570 Mungay Creek

Goldstar 3DO with 23 games and 2 controllers \$350, or games sold separately for \$20-30 each. Michael (02) 9987 4324

Super NES console with 2 pads,

Super Mario Kart, Super Mario World, Dr Mario, Tetris, Donkey Kong 3 & Battle Toads \$150 or will swap for any of these games: San Fran Rush, Super Mario 64, Duke Nukem 64, Yoshi's Story, or 2 N64 pads and one rumble pak. Martin Narel (02) 96613994 Sydney area
Super Mario 64 \$45,

Bomberman 64 \$40. David Willet (02) 42 964583 Willara

Turok wanted to swap for: Yoshi's Story, Super Mario 64, Wayne Gretzky's Hockey, Lylat Wars with rumble pak. Daniel Halpin (02) 49666183 Thornton

Killer Instinct Gold \$50 or will swap for: Mortal Kombat Trilogy, DK Racing or Mario Kart 64. Chris Summers (02) 9498 1028 Killara
Mario 64, Mario Kart, Diddy Kong Racing, Top Gear Rally, Blast Corps and Shadows of the Empire + 12 normal Nintendo games for free if you buy the lot for \$400 - will also swap for Rampage, 1080, WCW v. NWO, NFL Quarterback, Wave Race and Goldeneye. T-ball (02) 99798218 Newport.

Turok Dinosaur Hunter \$60, NBA Hangtime \$60 or will swap for other N64 games. Mathew Gale (02) 6846 7568 or gale@well-com.net.au Cudgegong

Goldeneye (US version) \$40, Doom (US) \$25, Lylat Wars with rumble pak \$45, Goldeneye (Australian version) \$55, Crusin USA \$25 or swap for MK Trilogy. Chris (02) 9409 7733

Top Gear Rally \$70 or willing to swap for NHL Breakaway, NFL Quarterback or WCW Vs NWO. James Linder (60) 431536 Albury
Extreme G \$70, Clayfighter -will swap for NBA Hangtime or Fifa: Road to the World cup '98 or Turok. David Rutledge (02) 42618812 Dapto

Crusin USA \$35, Super Mario 64 \$55, Star Wars \$ 70, Also heaps of mags for sale for \$3 each. (02) 68436250

Microsoft titles like Dangerous Creatures, world of Flight, Deadly tide and others, also Wave Race and Top Gear Rally wanted to swap for N64 games. David (02) 95803734

Rampage World Tour wanted. Will swap for Wayne Gretzky's Hockey, WCW Vs Nwo, Wave Race 64 or will buy. Douglas (02) 49611073

Shadows of the Empire wanted to swap for MK Trilogy or any other games. Will Alpin (02) 9489 1030

Pocket Gameboy and 3 games or Super Mario 64 wanted to swap for Shadows of the Empire, Turok or Mace. Hamish (02) 811150



This beautiful drawing of Zelda was sent in by Rick of Rosemeadow NSW. Nice work!

SOUTH AUSTRALIA

Blast Corps \$45 or swap for Turok. David (08) 3830632

Super Mario 64 \$50, Turok \$60, Nagano \$ 30, N64 Console \$150, Red, blue or green controllers \$30 each, Rumble pak \$ 20, 2 Memory Paks \$25 each, RF Cable \$30. Jeremy 83793020 Adelaide

Diddy Kong Racing, Wayne Gretzky's Hockey, Automobili Lamborghini, F1 Pole Position and Clayfighter 63 1/3 for sale or swap. Heaps of old N64 magazine for sale as well. Geoffrey Maddocks (08) 82969558

Gameboy and Donkey Kong Land, Kirby's Dream Land and Super Mario Land for \$80 or will swap for either Mace, WCW Vs NWO or Forsaken. Wesly Todd 85 311415 Murray Bridge

Shadows of the Empire and Mario Kart 64. Will swap for any N64 game. Jian Feng Hoh (03) 9800 4168 Wantirna

VICTORIA

Mario Kart 64, Top Gear Rally, Shadows of the Empire, Lylat Wars (with rumble pak \$50 each or 180 the lot. Tim Daff 59567407 Phillip Island

Wave Race \$65, Killer Instinct Gold \$65, Super Mario 64 \$60. Will swap for Blast Corps, Bomberman 64, Mario Kart, Top Gear Rally or WCW Vs NWO. Adam Hall (03)51277728

Games wanted - Top Gear Rally, Crusin Usa, Lamborghini or other good racers. Anthony (03) 57222190 Wangaratta.

Wave Race wanted to swap for Super Mario 64 or Mace. Other swaps considered. Jim Grainer (03) 54295984 Romsey

Hexen \$65 o.n.o. - will also swap. A, Herbert (03) 94357604 Melbourne.

Mischief Makers - Swap for Goldeneye, San Francisco Rush, NBA Hangtime, Lylat Wars, Yoshi's Story or Blast Corps. Nathan (03) 59851861

NBA Hangtime wanted to swap for any other N64 game. Grant Milbourn (03)5659 0002 Nyora

Wave Race 64 \$60, Bomberman 64 \$50. Wanted: Goldeneye and Duke Nukem 64.

Will swap or sell. Andrew (03) 9879 0886 Port Orchards

Wave Race 64 \$40, or swap for WCW Vs NWO. Andrew Christie 51272912

Crusin' USA. Will swap for Killer Instinct Gold , WCW or any other N64 game except Goldeneye. Patrick (03)95484982

Mario 64 \$75, Mario Kart \$70, Star Wars \$65, Goldeneye \$65 or swap for WCW, Duke Nukem 64,

Wayne Gretzky's Hockey, Doom 64, or Yoshi's Story. Also 1 SNES, 2 controllers and 11 games \$430.

Wes (03)948 00006 Thornbury

Crusin USA \$40-50. Willing to swap for Dark Rift, Doom 64, Duke Nukem, Quake or any other N64 games. Wolfgang (03)94595548

Diddy Kong Racing \$45. Will swap for Goldeneye or San Fran Rush. Also looking to buy N64

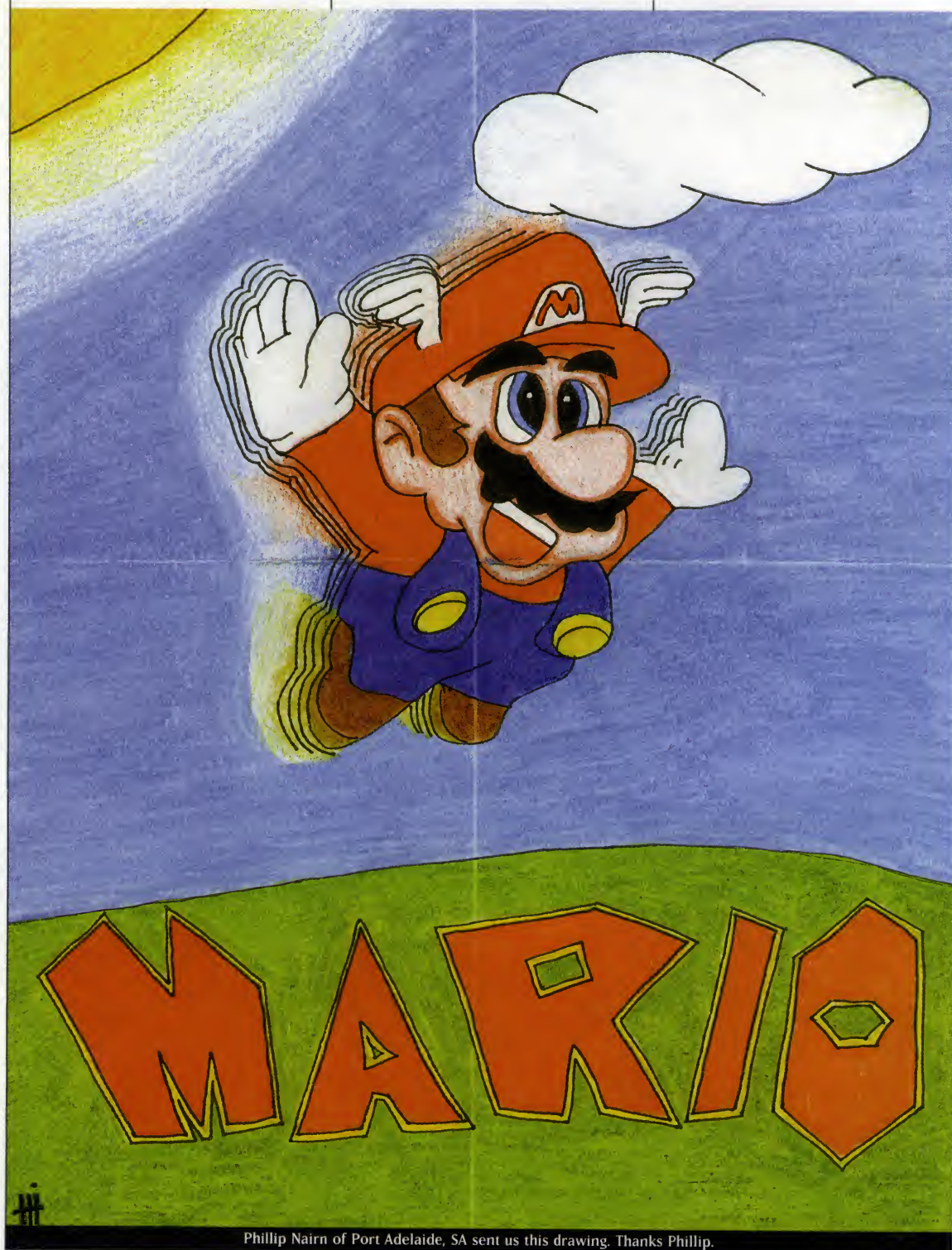
games. Matt (03) 58548361 Shepparton

San Francisco Rush \$60, Nagano Olympics \$55. Swaps considered. Jason (03) 98002294

QUEENSLAND

Blast Corps. Will swap for Crusin' USA or Tetrisphere. Chris (07) 32026847

Crusin USA \$35 or swap for any game. David (07) 55932881



Phillip Nairn of Port Adelaide, SA sent us this drawing. Thanks Phillip.

Lylat Wars - to swap for Sub-Zero Mythologies, Goldeneye, NBA Hangtime or Clayfighter. Dale (07) 49424861 Mackay.

San Francisco Rush wanted - will swap Yoshi's Story for it or buy. Ben (07) 32011031 Kholo.

Turok \$80 - will swap for Forsaken, 1080 or Rampage. Ryan (07) 32779660 Brisbane.

Lylat Wars with rumble pak \$60 with strategy guide. Will consider swap. Jacob (07)54475894

ISS64, Yoshi's Story, Top Gear Rally, Wayne Gretzky's Hockey and Killer Instinct - \$70 each or the lot for \$300. Edward (07) 32796092 Brisbane.

Shadows of the Empire. Will swap for Bomberman 64 or Yoshi's Story. Alexander Smithers (07) 46834206 Glenaplin

Blast Corps \$50 or Swap for Wave Race, Mario Kart 64 \$50 or swap for NBA Hangtime, or both for \$90. Craig Wilson (07) 49262616 Rockhampton

Blast Corps to swap for Diddy

Kong Racing. Other games considered. Carl Otto (07) 41689843

Snowboard Kids Will swap for Mario 64. Clinton (07)38005720 Forestdale

Diddy Kong Racing \$75, Wave Race 64 \$75, Mario Kart 64 \$70 or all for \$200. Will swap individually for: Fighters Destiny, Lylat Wars, Yoshi's Story, NFL Quarterback, NHL Breakaway, Goldeneye, Snowboard Kids or Testrisphere. Ben (07) 55393361

Mortal Kombat Trilogy \$70 or swap for ISS64, NBA Hangtime, NFL Quarterback, WCW Vs NWO or Rampage. George Sakis (07) 32775273 Moorook

WESTERN AUSTRALIA

Pilotwings, Wave Race, Mario 64, Mario Kart 64, Bomberman 64, Killer Instinct Gold, Mace, Turok, Diddy Kong Racing, and San Francisco Rush. Prices from \$40. (08)92481871

Mario Kart \$55 o.n.o - will swap for San Francisco Rush or Mario

64. Luke (08) 92950032 Mahogany Creek, Perth.

Pilotwings, Crusin' USA, Diddy Kong Racing for sale. Wanted: San Fran Rush, Top Gear Rally, Yoshi's Story. Greg Robinson (08)87393284 Kalangadoo

Diddy Kong Racing. Will swap for Mario 64, Yoshi's Story, San Fran Rush. Dujon (08) 83263690

Diddy Kong Racing \$55, Doom 64 \$70, Wave Race \$50, Goldeneye \$60, Duke Nukem \$70, Bomberman \$45, Blast Corps \$55, Grey controller \$20. Wanted San Fran Rush, Forsaken, Snowboard Kids and Fighters Destiny. Jamioe Horn (08) 83226245 Reynella

Lylat Wars wanted to swap for Diddy Kong Racing. John Mauromatis 9448 4023 Duncraig

Goldeneye \$40, Turok \$40 and Pilotwings \$40. Clinton Lawrence (08) 99383854 Geraldton

Duke Nukem 64 \$60 or swap for San Fran Rush. Ricky Malone (08) 94025083

TASMANIA

Multi Racing Championship

\$50 Lylat Wars (without rumble pak) \$50, Killer Instinct \$50 Pilot Wongs \$30, F1 Pole Position \$50 Star Wars \$50 Extreme G \$50 Mortal Kombat Mythologies \$50. Cameron (03) 62653965 Sorell Tasmania.

Turok Dinosaur Hunter \$85. Dominic (03) 62502088, Nubeena, Tas.

Duke Nuken 64 \$70, Lylat Wars \$55 or will consider offers to swap.

Cameron (03) 62478121 or cfitze@tassie.net.au

Clayfighter \$30 - will swap for Quake or Yoshi. Shaun (03) 62291659 Kingston.

NEW ZEALAND

Blast Corps \$70 or swap for WCW Vs NWO. Jordan Davis (06) 878 4852

Lylat Wars - Will Swap for good game. Conor (07) 8881979 Matamata.



This little piece of potty-moth was sent in by Nathan Davies. Apologize to all the nice people Nathan.



1080 Snowboarding

Graphics 4 • Sound 4 • Gameplay 4

Racing • 1-2 players • Nintendo • Rumble • \$99.95

Overall 9

• One of the best, if not the best, racing/sports games on the N64. Incredibly realistic graphics and great spot effects, like lens flare, courtesy of the N64's hardware, make this game a dream to look at. On top of that it handles like you'd expect a real snowboard to handle. A definite purchase, even for those who don't like the sport.



Graphics 3 • Sound 2.5

Gameplay 3

Overall 6.5

Racing • 1-2 players • Nintendo
No Rumble • \$99.95

• The free-floating Wipeout-style driving is a nice concept for a racing game, but somewhere along the way it all falls to pieces. A huge amount of pop-up, overly hard opposing drivers and a lack of realism in the crafts handling make this a game that's best left for hiring on weekends.



Graphics 4 • Sound 3.5

Gameplay 3.5

Overall 8.5

Racing • 1-4 Players • Activision
Rumble • \$99.95

• Definitely the best looking racer on the N64, Lambo 64 just seems to lack a little passion and speed in its driving engine. The control is overly sensitive, with the analogue controller overreacting at the slightest touch. Still, it's great fun multiplayer and the really smooth visuals and great engine

noises make this a game that's definitely worth a look.



Graphics 4 • Sound 3.5

Gameplay 3.5

Overall 8.5

Puzzle/Strategy • 1 Player

Nintendo • No Rumble • \$59.95

• A totally original game, Blast Corps calls on you to take control of 10 different vehicles from bulldozers to huge mechanical robots and then lay waste to endless buildings and cities. There's a lot of strategy and thinking to be done on how to destroy buildings, and which ones to clear first, so that a runaway nuclear carrier can travel through the cities safely. Great graphics see the game through its more repetitive moments.



Graphics 2 • Sound 3

Gameplay 4

Overall 8

Puzzle • 1-2 Player • Roadshow
No Rumble • \$99.95

• You may laugh at the sad graphics but Bust-A-Move 2

relies on its solid puzzle gameplay that's been tried and tested on many formats before the N64. Shoot coloured balls at other coloured balls - sounds simple but this game will be the result of many sleepless nights and a general fall in gross domestic revenue as normal hard workers take sickies just to play endless hours of this game.



Graphics 2.5 • Sound 3

Gameplay 4

Overall 8

Puzzle/Platform • 1-4 players
Nintendo • Rumble • \$59.95

• A bit of a disappointment for those looking to relive the good old days of Bomberman on the SNES. The single player game is a tad boring, with aimless wandering making up the bulk of its gameplay. Multiplay though, is still where Bomberman shines. No more need for a multi tap adaptor. Four players can 'plug in and play' in a game that still has similar gameplay to the SNES version - great fun.



Graphics 2.5 • Sound 2.5

Gameplay 3

Overall 6.5

3D Platform • 1 Player • Nintendo
No Rumble • \$59.95

• As a single player platform game, Chameleon Twist has some novel additions to the genre. Besides that the game features some very bland graphics, forgettable sound and is over way too soon. A choice of multiple paths through the game is good but that doesn't save the game overall.



Graphics 2 • Sound 3

Gameplay 2

Overall 6

Fighter • 1-2 Players • Roadshow
No Rumble • \$99.95

• This game is worth the rent price just so you can see how silly it looks and sounds. Although it has a reasonable fighting game engine, the graphics and sound make you forget about taking that part of the game seriously. Great for 5 year olds, but if you give the game to anyone older then you'll be seriously pushing your relationship.



Graphics 3.5 • Sound 2

Gameplay 2

Overall 6

Racing • 1-2 players • Nintendo
No Rumble • \$79.95

• One of the first games promised for the N64, Crusin USA appeared to be a serious rush job to an angry market of gameless N64 owners. An often choppy frame-rate combined with a poor driving model and unwanted censorship (you can't score road-kill on cows etc) left this game a real disappointment. Even the two player mode sucked.



All Star Baseball '99

Graphics 4.5 • Sound 4.5 • Gameplay 4.5

Baseball • 1-4 players • Roadshow • Rumble • \$99.95

Overall 9

• This, without a doubt, is the best baseball game available anywhere today. Photo-realistic graphics that'll start you drooling, excellent speech and sound combined with incredibly simple, yet deep gameplay make this a game for those out for a quick hit and others who want to play a complex full season game. A must for sports fans.

Poo - Crap Game

New Game

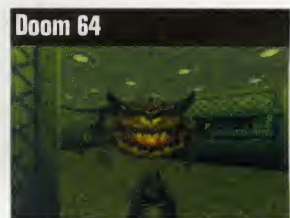
Graphics 2.5 • Sound 2.5

Gameplay 2.5

Overall 6.5

Fighting • 1-2 Players • Gt Interactive
No Rumble • \$99.95

• The first game to run at a smooth 60 frames, Dark Rift is a average fighter that looks a little dirty and dark in the visual department. Some characters are fun to use, but fighting game freaks will tire of the game's characters and their somewhat limited combo system quickly.



Graphics 4.5 • Sound 3.5

Gameplay 4

Overall 8

3D First Person Shooter • 1 Player
Gt Interactive • No Rumble • \$99.95

• While not as pretty as Goldeneye or Turok, Doom 64 is an excellent conversion of the PC classic and retains all of the atmosphere that made the PC game such a hit. Silky smooth frame-rates and brilliant sound effects really help you blend into the doom world. The fact that the game uses 2D sprites for its monsters is its only real downfall.

Dual Heroes

Graphics 1 • Sound 1

Gameplay 1

Overall 2

Fighting • 1-2 Players • Nintendo
No Rumble • \$59.95

• This game hasn't been given



Diddy Kong Racing

Graphics 4.5 • Sound 3.5 • Gameplay 4

Overall 9

Racing • 1-4 Players • Nintendo • Rumble • \$79.95

• DKR's single player game totally slams Mario Kart's by comparison, as the variety of gameplay and tracks is much wider than anything seen in Nintendo's in-house game. A great driving game with a huge adventure mode that boasts tons of tracks, hidden characters and secrets, plus it packs such a challenge that it will have you playing for weeks. It's a great game that's typical of the quality we have come to expect from Rare.

the title of worst Nintendo game ever for nothing. Ugly textures, horrid character design and earplug inducing sounds are some of the main reasons. Yuk!



Graphics 3.5 • Sound 3.5

Gameplay 3.5

Overall 8.5

3D First Person Shooter • 1-4 Players
GT Interactive • No Rumble • \$99.95

• Again, this ain't no Goldeneye but Duke has his fair share of really enjoyable gameplay. Great weapons and meaty sound effects make you forget about the ugly 2D monsters. Special mention goes to the multiplayer mode, which is some of the best fun a couple of friends can have on the N64. Totally overpowered weapons make for some great, cheap, one-sided victories!



Graphics 3 • Sound 3
Gameplay 3

Overall 7.5

ics and great sound effects and music. The frame-rate is still a little slow at times, but the game is more than playable and a good game in it's own right. The indoor games are a good addition, offering a new concept for soccer, and they run a tad smoother than normal games.

Formula 1 Pole Position



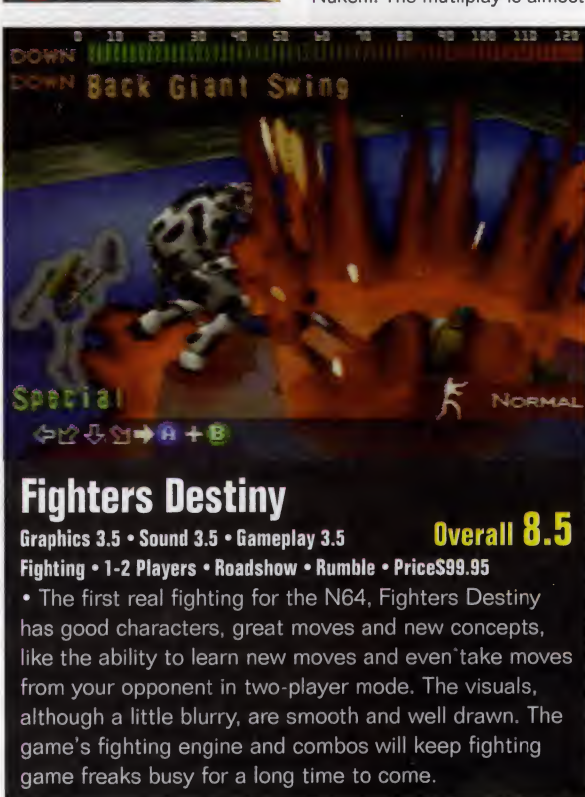
Graphics 3 • Sound 2

Gameplay 3

Overall 7.5

Racing • 1 Player • Ubisoft
No Rumble • \$99.95

• The first F1 game for the N64 has over 16 tracks, 10 different drivers and teams and plenty of options to tweak and modify your cars on track. Still, it lacks something to make it a real F1 sim. Overly sensitive control, unrealistic crashes and an overall feeling of 'yeah so what' are the impressions you're left with after playing this game. Rent it first.



Fighters Destiny

Graphics 3.5 • Sound 3.5 • Gameplay 3.5

Overall 8.5

Fighting • 1-2 Players • Roadshow • Rumble • Price \$99.95

• The first real fighting for the N64, Fighters Destiny has good characters, great moves and new concepts, like the ability to learn new moves and even take moves from your opponent in two-player mode. The visuals, although a little blurry, are smooth and well drawn. The game's fighting engine and combos will keep fighting game freaks busy for a long time to come.



Forsaken

Graphics 4.5 • Sound 3.5 • Gameplay 4

Overall 9

3D Corridor Shooter • Roadshow • Rumble • \$99.95

• The first real second generation game, Forsaken has awesome lighting, brilliant graphics and an excellent four-player mode. The missions are complex and will take a while to finish and the ability to use CPU players in multiplayer mode means you don't need friends for a deathmatch. If you like 3D corridor shooters, then it's an essential purchase. If not, still take a look at it.

Graphics 2.5 • Sound 2

Gameplay 2.5

Overall 6

3D First Person Shooter • 1-4 Players
GT Interactive • No Rumble • \$99.95

• The problem with this game is that it has to compete with games like Goldeneye, Jerky frame-rates, blurry, bland textures and a relatively boring range of weapons and storyline make this game a distant second to Doom, Quake and Duke Nukem. The mutliplay is almost

unplayable, so if you must play it, make it a rental.



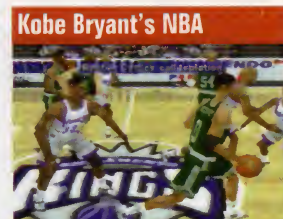
Graphics 3 • Sound 3.5

Gameplay 3

Overall 6

2D Fighter • 1-2 Players • Nintendo
No Rumble • \$59.95

• As an arcade conversion Killer Instinct is top class, with lovely, huge sprites and excellent 3D backgrounds that scale in and out smoothly as the fighters kick each others butts. It is a little dated though, but the game has a huge amount of options, so it's worth a look for fighting game fans.



Graphics 4 • Sound 3.5

Gameplay ?

Overall 8

3D Basketball • 1-2 Players
Nintendo • Rumble • \$99.95

• A nice looking 3D basketball game that has smooth animation and a near faultless graphical appearance. The game-play's a little on the slow side,



Goldeneye

Graphics 4 • Sound 4 • Gameplay 4.5

Overall 9.5

3D First Person Shooter • 1-4 Players • Nintendo • Rumble • \$79.95

• The best shooter on the N64, Goldeneye puts you in a game where you can sneak around like a secret agent, capping soldiers silently and accomplishing missions without being detected. Great weapons and an awesome graphics engine help an already brilliant game to become one of the best games on the N64. Its multiplayer mode will be responsible for many late nights.

but the large amount of options and the multiplayer game more than make up for this.



Graphics 3.5 • Sound 3.5
Gameplay 3

Overall 9

3D shoot 'em up • 1-4 Players

Nintendo • Rumble • \$99.95

• As a shoot 'em up, Lylat Wars is a fairly good mix of action that tries to liven up a tired old genre. The graphics are quite good, although a little sparse and lacking detail in places. Four player games are good fun, if a not a little behind the standard in Mario Kart and Goldeneye. With a Rumble Pak strapped together with the game, Lylat Wars is really terrific value for the price.



Graphics 3.5 • Sound 3.5
Gameplay 3.5

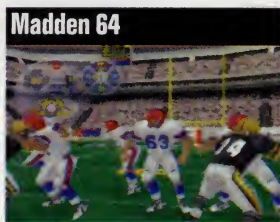
Overall 8

3D Fighter • 1-2 Players

GT Interactive • No Rumble • \$99.95

• As an excellent conversion of the arcade game, Mace has

some of the best visuals on the N64, although the game has problems with the animation of the fighters. The combo system is a little lacking but the gore in the game more than makes up for this. Dice and slice limbs and heads off to your hearts delight - oh yeah!



Graphics 3.5 • Sound 3.5
Gameplay 4

Overall 8.5

American Football • 1-2 Players

Electronic Arts • No Rumble • \$99.95

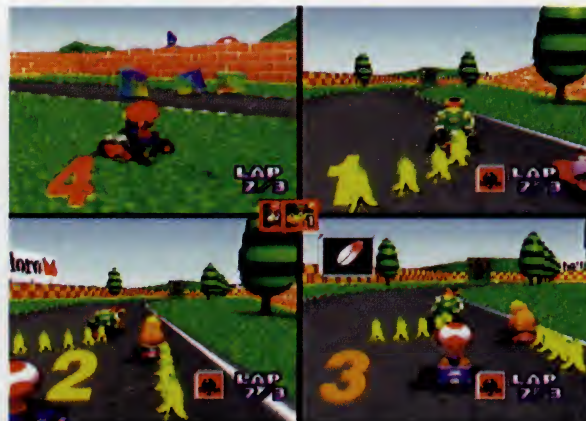
• Although it runs in a lower-res than Quarterback Club, Madden 64 has hyper-smooth visuals and great gameplay to match. The sound and commentary are also quite good, but you may have to be a fan of the sport to get real enjoyment out of this game.



Graphics 3.5 • Sound 3
Gameplay 4

Overall 8

2D Platform • 1 Player • Nintendo
No Rumble • \$59.95



Mario Kart 64

Graphics 4 • Sound 3 • Gameplay 4

Overall 9

Racing • 1-4 Players • Nintendo • No Rumble • \$99.95

• The game is a real beauty. Great graphics, excellent gameplay, those cute Nintendo characters we all love and a brilliant multiplayer game wrap up one of the best games on the N64. The sheer fun this game delivers makes it a totally essential purchase. The single player game is lacking in depth and replay value, but plug in a few extra pads and the game really shines.

• Even though it's a bog-standard 2D platform game, Mischief Makers has a lot of charm in its design that's supported by great 2D visuals. Huge bosses, excellent graphical effects and solid gameplay make up a great all-round title that's recommended for those who remember the great days of SNES platforming.



Graphics 2 • Sound 2
Gameplay 2

Overall 6

2D Platform • 1 Player • GT Interactive

No Rumble • \$99.95

• Sad animation for Sub-Zero, boring backgrounds and repetitive gameplay stop what could have been a great platforming game. Die-Hard Sub-Zero fans will find something here, but others would be best advised to steer clear. It's a pity, the game is so disappointing because it has a lot of good ideas.

Mortal Kombat Trilogy

Graphics 1.5 • Sound 2
Gameplay 2

Overall 5.5

2D Fighter • 1-2 Players

GT Interactive • No Rumble • \$99.95

• With so many characters on a small cart, you can only expect shoddy animation - and that's what you get. A tired fighting

game that will only appeal to fans of the series. Try Mace instead.

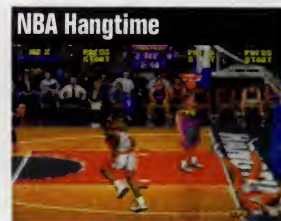


Graphics 3 • Sound 2
Gameplay 3

Overall 7.5

Racing • 1-2 Players • Roadshow

Rumble • \$99.95



Graphics 2.5 • Sound 2.5
Gameplay 2.5

Overall 8

2D Basketball • 1-4 Players

GT Interactive • No Rumble • \$99.95

• The certainly isn't the best looking racing game on the N64, as it has plenty of fog, dithered, washed out textures and very samey-looking tracks. But MRC has a good deal of playability to it. The cars handle well, but lack the great power slides we all love to see. It's an average racer that is worth a look for fans of the genre.



Graphics 2.5 • Sound 4
Gameplay 3

Overall 6

3D Basketball • 1-2 Players

Nintendo • Rumble • \$??

• Appropriately re-named 'NBA in the Blurr '98' this game will leave your eyes strained and tired after a few minutes play. On top of that, its gameplay isn't that great either. Sound though, is the game's main strength, but even with this positive side you'd be better of getting Kobe Bryant.



Int. Superstar Soccer 64

Graphics 4 • Sound 4 • Gameplay 4.5

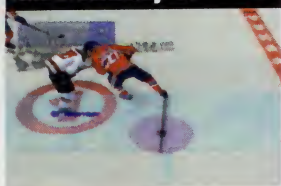
Overall 9

Soccer • 1-2 Players • Nintendo • No Rumble • \$99.95

• Great gameplay that actually makes you feel like you have a huge amount of control over your player and team, smooth frame-rates and excellent player animations combine to make this the best soccer game on the N64. Even the sound is top notch. If you love soccer then get this game.

• Stylish, well drawn 2D characters and slick, arcade gameplay make this a game for those looking to sink a few, quick hoops. Not much strategy involved here, but the multiplayer game is a blast when a few friends come over. Definitely not for sim fans.

NHL Breakaway '98



Graphics 4 • Sound 4
Gameplay 3.5 **Overall 8.5**
3D Hockey • 1-2 Players • Roadshow
No Rumble • \$99.95

• Great graphics and sound that you've come to expect from Iguana, combined with good gameplay, make this the best Hockey game on the N64. Plenty of options and player trading abilities make up for the slight lack of smoothness in the gameplay. May not have the goods to convert non-hockey fans though.

Pilotwings 64



Graphics 4 • Sound 2
Gameplay 4.5 **Overall 8.5**
Flight sim • 1 Player • Nintendo
No Rumble • \$??

• Plays and looks just like the real thing (even if the frame-rate is a bit jerky at times), provides you with a real sense of immersion. You'll spend plenty of time exploring the huge maps (largest seen in any N64 game), and gasping at the effects Nintendo have stuffed in. This one has the goods to convert anyone into a flight freak. Just a pity there weren't more vehicles.

Quake 64



Graphics 3.5 • Sound 3.5
Gameplay 4 **Overall 8.5**
3D First Person Shooter • 1-2 Players
GT Interactive • Rumble • \$99.95

• The monster PC hit arrives on the N64, a little ragged around the edges, but still a highly playable conversion. The sound and graphics provide great atmosphere, although the 2 player mode really sucks. It's long, hard and addictive, so you'll be stuck at it for weeks until you have fragged every monster.

Rampage



Graphics 2.5 • Sound 3
Gameplay 3 **Overall 6**
2D Beat 'em up • 1-3 Players
GT Interactive • Rumble • \$99.95

• A conversion of an ancient game that really should have stayed at the arcades. Great fun with a few friends punching the crap out of each other, but the single player game is dire and boring after only a few levels. Very repetitive to say the least.

Robotron



Graphics 1 • Sound 2
Gameplay 2 **Overall 5**
3D shoot 'em up • 1 Player
GT Interactive • No Rumble • \$99.95

• Purely mindless shooter than plays on your memories of retro games in order to get an audience. Shabby, ugly visuals together with brain dead gameplay make this an no-brainer to say the least. I'll have to kick Mithra in the butt for giving it 5...

San Francisco Rush



Graphics 4 • Sound 3
Gameplay 4 **Overall 9**
Racing • 1-2 Players • GT Interactive
Rumble • \$99.95

• An excellent new theme on racing (driving over buildings instead of around them) and a great graphic engine make this one of the best racing games on the N64. You'll be at it for ages trying to find the most insane jumps and shortcuts, while the two-player game will create plenty of rivalry between friends.

Shadows of the Empire



Graphics 2.5 • Sound 3
Gameplay 2.5 **Overall 6**
3D Shooting/Platform • 1 Player
Nintendo • No Rumble • \$79.95

• A total shame and 'blasphemy' to the name of Star Wars, Shadows has some of the dodgiest gameplay yet seen on the



Super Mario 64

Graphics 5 • Sound 4.5 • Gameplay 5 **Overall 10**
3D Platform • 1 Player • Nintendo • No Rumble • \$??

• Awesome, incredible level design, great, catchy music and the little plumber we all love (or hate!) make this arguably the best game on the N64. It's 15 different worlds will astound you with their brilliant imaginative design and the 120 stars will take a good deal of time to find. If you own an N64 and don't have this game then you should be shot! So rush out and get it!

N64. With a mix of shoot 'em up, doom-style and flight-sim gameplay, Shadows tries to be many games but succeeds at none. Although great fun for the little ones, Shadows is not recommended for experienced gamers.

Snowboard Kids



Graphics 4 • Sound 2.5
Gameplay 3.5 **Overall 8**
Snowboarding • 1-4 Players
Nintendo • Rumble • \$59.95

• A great spin-off from the traditional snowboard game, SBK provides some great, colourful visuals, weird but cute character design and a good multiplayer mode create a very good all-round game. You can perform tricks, but most players will stick to using the 'Wipeout-style' weapons on other players.

Tetrisphere



Graphics 2.5 • Sound 4
Gameplay 3.5 **Overall 8.5**
Puzzle • 1-2 Players • Nintendo
No Rumble • \$99.95

• A new 3D concept brings to life to the old 'Tetris' gameplay

on the N64 with surprisingly good results. Mix and match bricks over a huge 3D sphere in order to release little guys held captive inside - sounds simple? Well most puzzles are, and like them, Tetrisphere holds a great deal of depth to it. Even though its a good puzzler, it's unlikely to win gamers over to the genre.

Top Gear Rally



Graphics 3.5 • Sound 3.5
Gameplay 4 **Overall 8.5**
Racing • 1-2 Players • Nintendo
Rumble • \$79.95

• TGR's graphics are some of the best on the system for a racing game, with gameplay that realistically re-creates rally driving on the N64. Troubles do arise with the car's control later in the game when you get a hold of faster cars, but it's still easily one of the best rally games on any system. Those looking for great multiplayer may be disappointed though.

Turok Dinosaur Hunter



Graphics 3.5 • Sound 3.5
Gameplay 4 **Overall 8.5**



NFL Quarterback Club '98

Graphics 4.5 • Sound 3 • Gameplay 4 **Overall 9**
American Football • 1-2 Players • Roadshow • Rumble • \$99.95

• The graphics in this game are technically the most impressive on the N64 and the gameplay is no slacker either. The full license for the NFL, plenty of stats and figures to change and a huge amount of offensive and defensive plays make this a sports sim lover's dream. The gameplay's not as fluid as Madden, but it's still the best American Football game on the N64.

3D First Person Shooter • 1 Player Roadshow • No Rumble • \$99.95

• Kick dinosaurs' asses all the way through huge levels that are larger than anything else on a home console. The weapons in the game are arguably the best ever seen, with huge nuclear mushroom cloud effects that envelop the whole screen and make you wonder how anything survived. The game's only problems are its dreaded fog and rather limited colour palette. A game that's highly recommended.



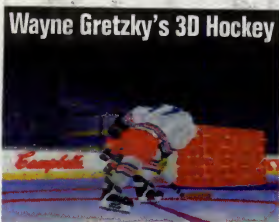
Graphics 2 • Sound 2
Gameplay 2

Overall 4

3D Fighter • 1-2 Players

GT Interactive • No Rumble • \$99.95

• Ugly, prehistoric, voodoo-style characters get together in this sad excuse for a fighting game. It has some reasonable ideas and combo system, but they can't make up for the totally braindead gameplay.



Graphics 3.5 • Sound 3
Gameplay 3

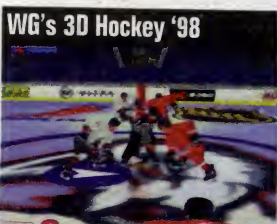
Overall 8

3D Hockey • 1-2 Players

GT Interactive

No Rumble • \$99.95

• A solid, highly playable, arcade-style hockey game that will appeal to the mass market. Slick, polished graphics and fast, silky gameplay make this something that even non hockey fans can enjoy. However, those looking for a simulation will be disappointed.



Graphics 3.5 • Sound 3
Gameplay 3

Overall 8

3D Hockey • 1-2 Players

GT Interactive • Rumble • \$99.95

• Pretty much the same game as

above, although it has a "98" slapped on the end of it. Better goalie AI and a few more options just don't cut the mustard in a sequel. If you don't own the original then check it out. Otherwise give it a huge miss.



Graphics 3.5 • Sound 4.5
Gameplay 3.5

Overall 8

Puzzle • 1-2 Players • Roadshow

No Rumble • \$99.95

• A great idea and spin off of the old 'Tetris' theme come alive with excellent graphics and brilliant sound. The water effects look as good as those in Wave Race, and the puzzle action is addictive and tough. A training mode is there for beginners and makes it a well balanced puzzle game.



Graphics 3.5 • Sound 4
Gameplay 3.5

Overall 8.5

Soccer • 1-4 Players • Electronic Arts
Rumble • \$99.95



Graphics 4 • Sound 3 • Gameplay 4

Overall 8.5

3D Wrestling • 1-4 Players • GT Interactive • Rumble • \$99.95

Arguable some of the most fun you could ever have on your N64. Slam, smash and bang your opponents all 'round the ring with excellent 3D visuals providing realistic wrestling action. A little bit limited in single player mode, but plug in a few extra pads and you'll have the time of your 'gaming' life bashing up your mates.

• The latest installment in the Fifa series nearly knocks ISS64 off its perch as the best soccer game on the N64. The graphics are good, but not quite smooth enough, while the animation is some of the best seen in a soccer game. The control is very good as well, but the music is way better than ISS64. Pick World Cup '98 for its license and music or International Superstar soccer 64 for its control and gameplay. Both have their merits.



Graphics 4 • Sound 4
Gameplay 3.5

Overall 8.5

2D Platformer • 1 Player • Nintendo

No Rumble • \$99.95

Great, dynamic and highly impressive 2D visuals hide a severe lack of length and challenge in this game. The game just isn't long or hard enough for seasoned gamers, and while young ones will love it, the older gamers should really look elsewhere. A bit disappointing considering N's recent history with 2D games. Great music though... Yeeeeeaaahhhh...



Wave Race 64

Graphics 4 • Sound 3.5 • Gameplay 4.5

Overall 9

Jet Ski Racing • 1-2 Players • Nintendo • No Rumble • \$99.95

It may have borders and be a tad on the jerky side frame-rate wise, but Wave Race has some of the nicest effects and most realistic controls in any racer on the N64. The water effects will stop you in your tracks and make you gasp, as will the courses, the way the jet ski handles and the attention to detail in the game is impressive. If you love racing games, then check it out.

Next Month...

Next month we'll have a huge review on what could possibly be the game to finally topple Mario 64 -

Banjo-Kazooie



We'll also have our hands on a near-final version of **Mission Impossible**, so expect an in-depth preview with plenty of pics to keep you going until the game is released in September.

Iggy's Wrecking Balls is finally set to make an appearance on the N64, and we'll have a full review on Roadshow's most unusual platform game.

We have also been promised a final version of **F-Zero 64** to have a look at, and we will have a full preview on the game that's set to be the next big racer for the N64. It will have competition though, as **Off Road Challenge** and **Crusin' World** are due to hit the shelves in August, so expect full reviews of these games next issue as well.



HOT TUNA

STRANGE BUT TRUE

You can now play GameBoy games on your PlayStation

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